

## Viking Axe Design:



Reference Picture:

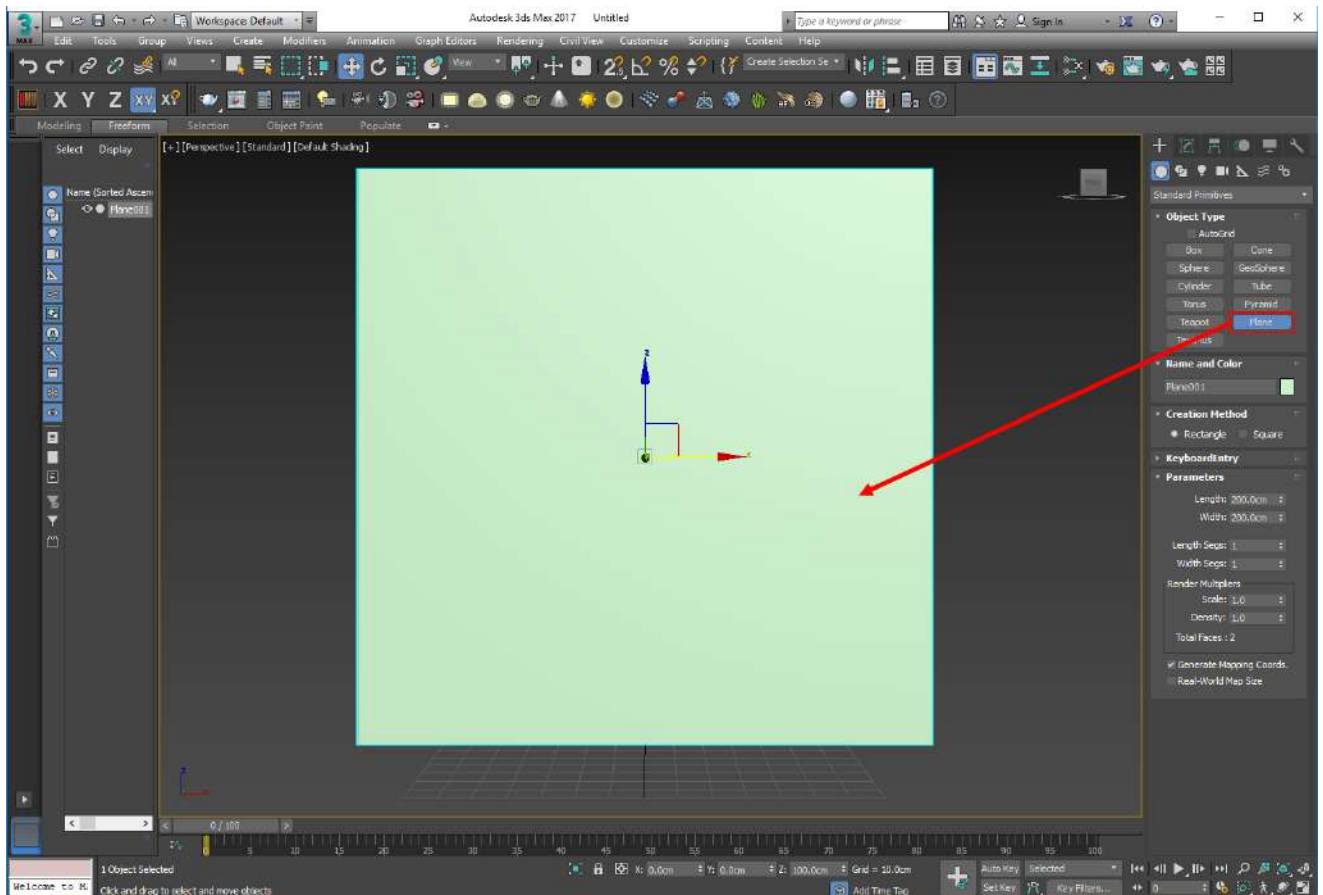
<https://www.artstation.com/artwork/rR9zR6>

<https://skfb.ly/6CZqL>

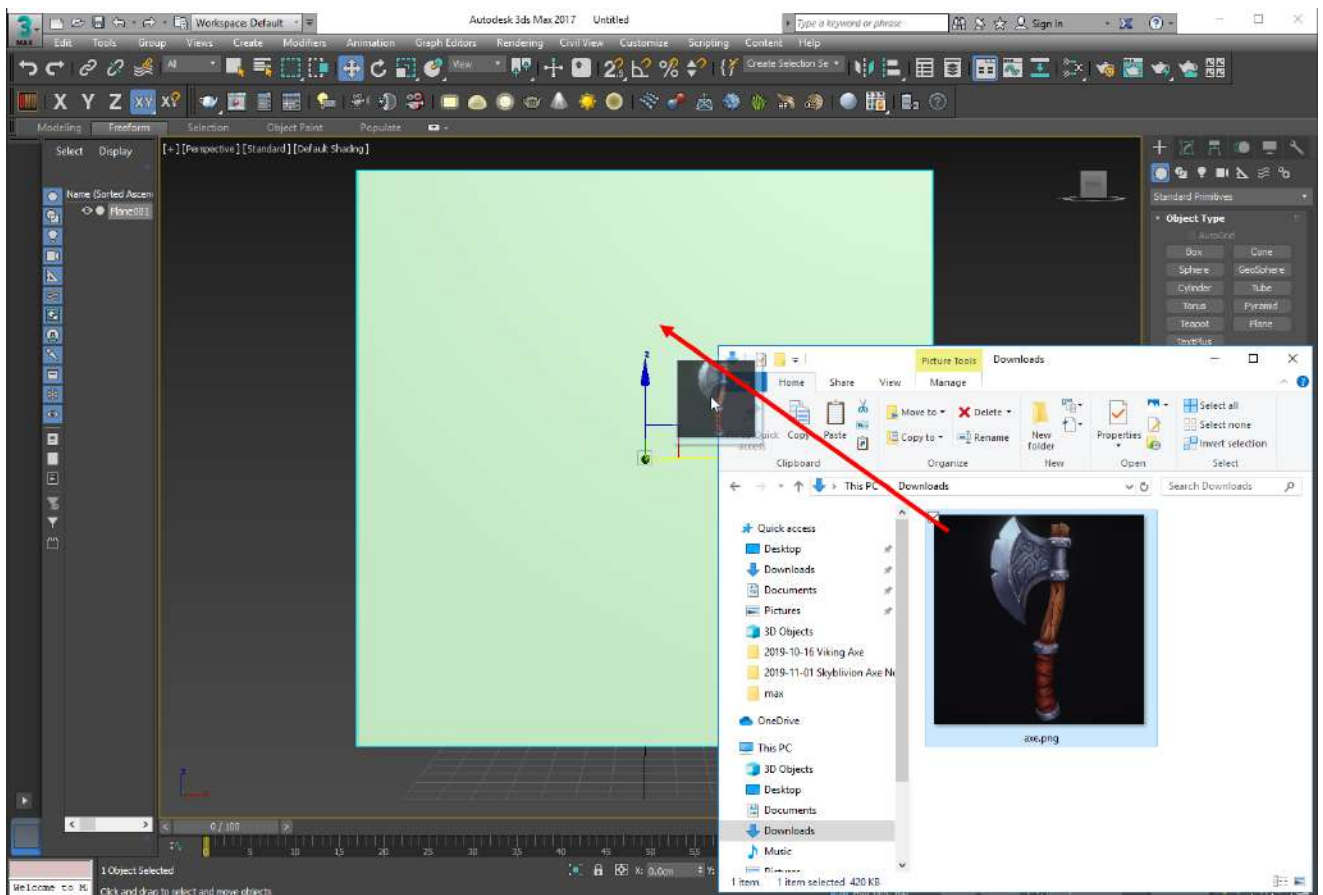
Software using:

3ds Max, Zbrush, Substance Painter

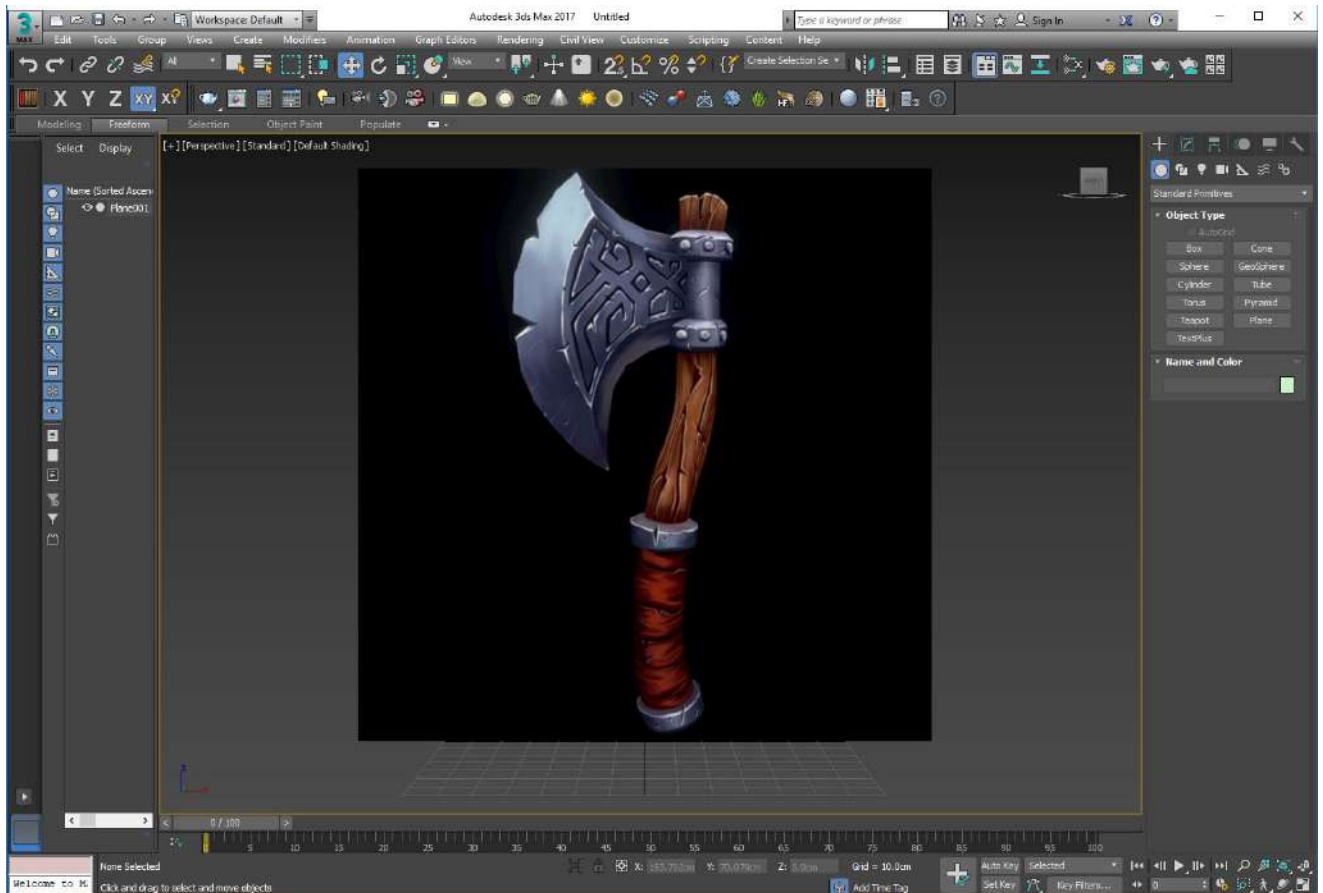
First, create a Plane, size around 200cm x 200cm



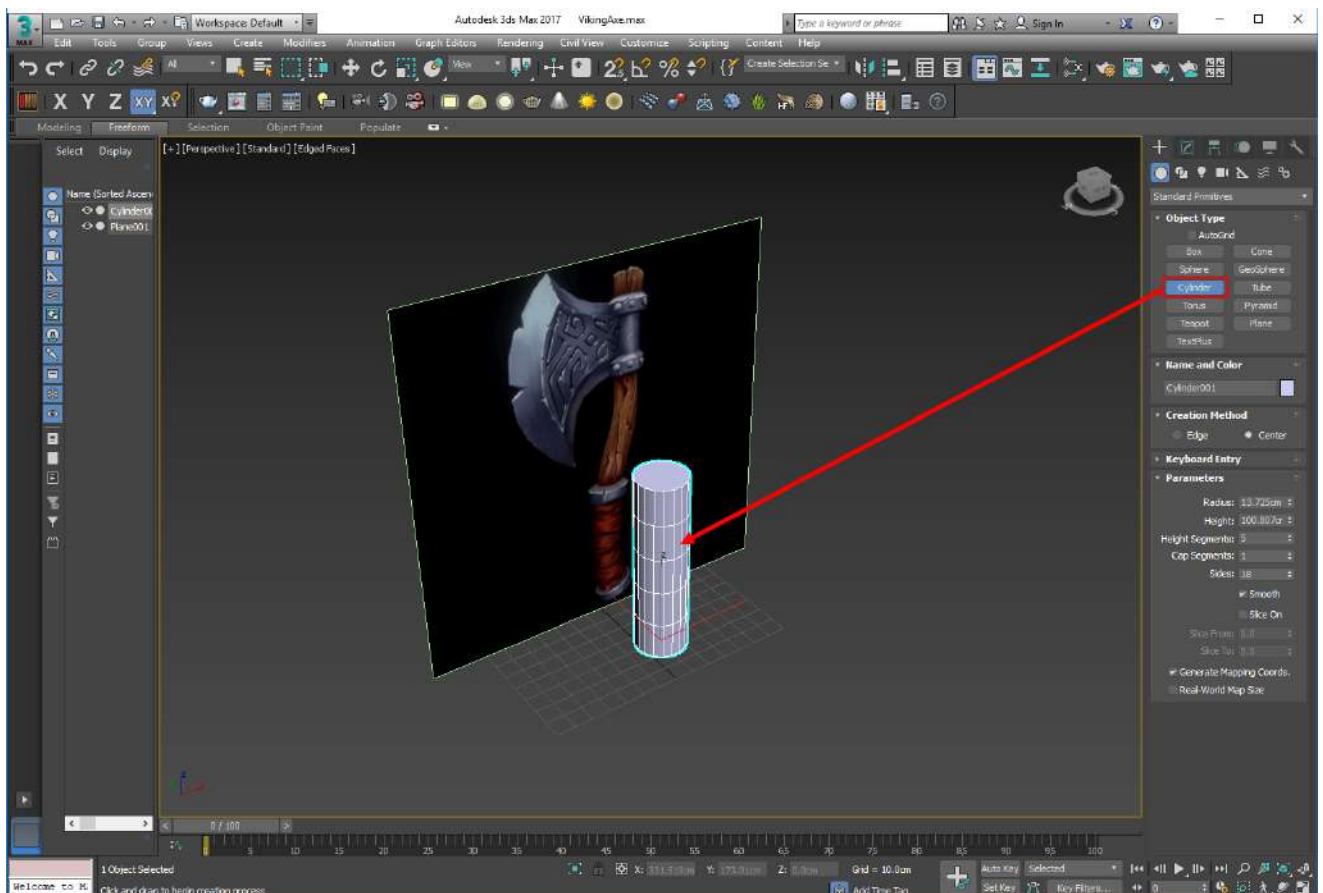
Import the picture to Plane



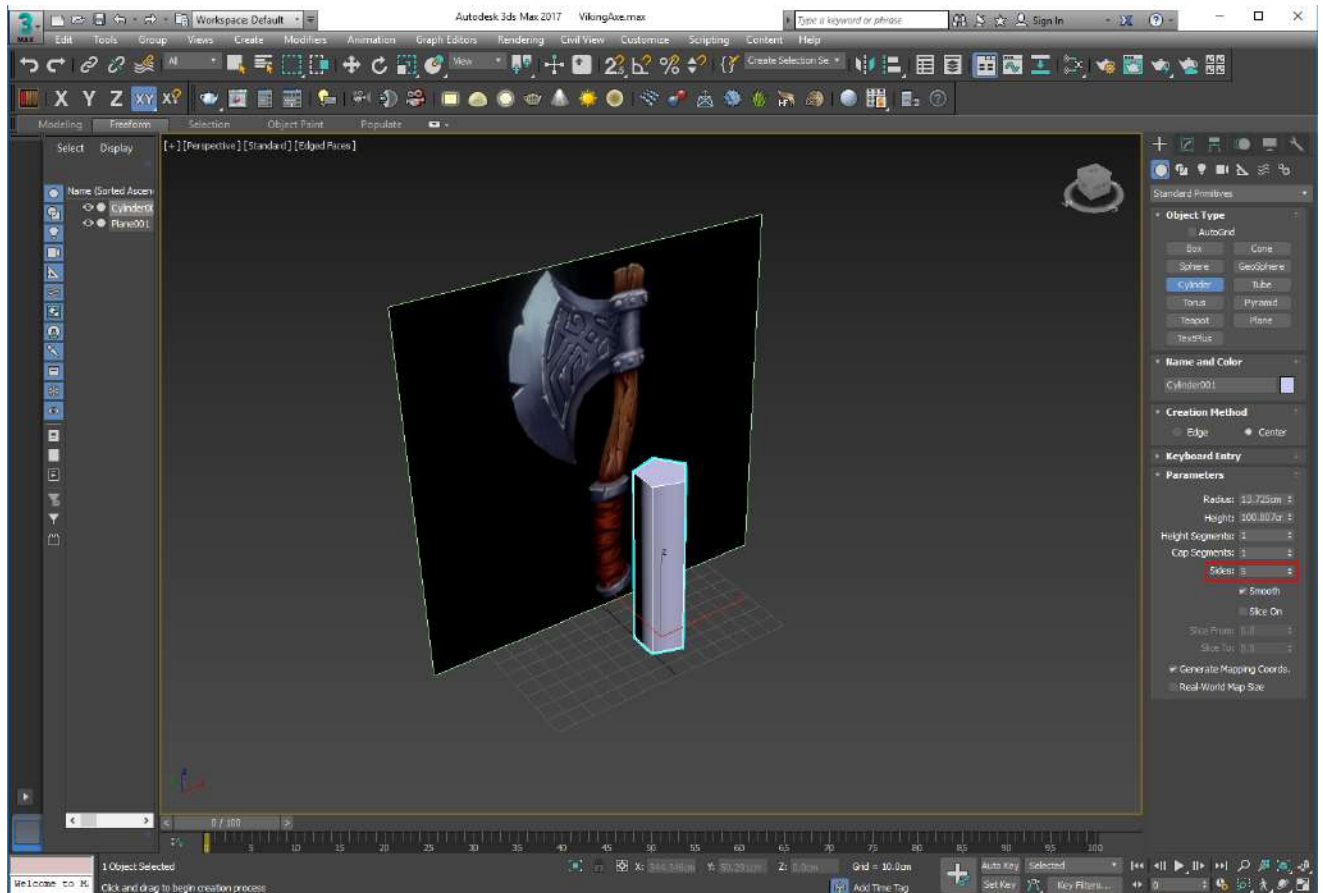
Here is after import picture into Plane



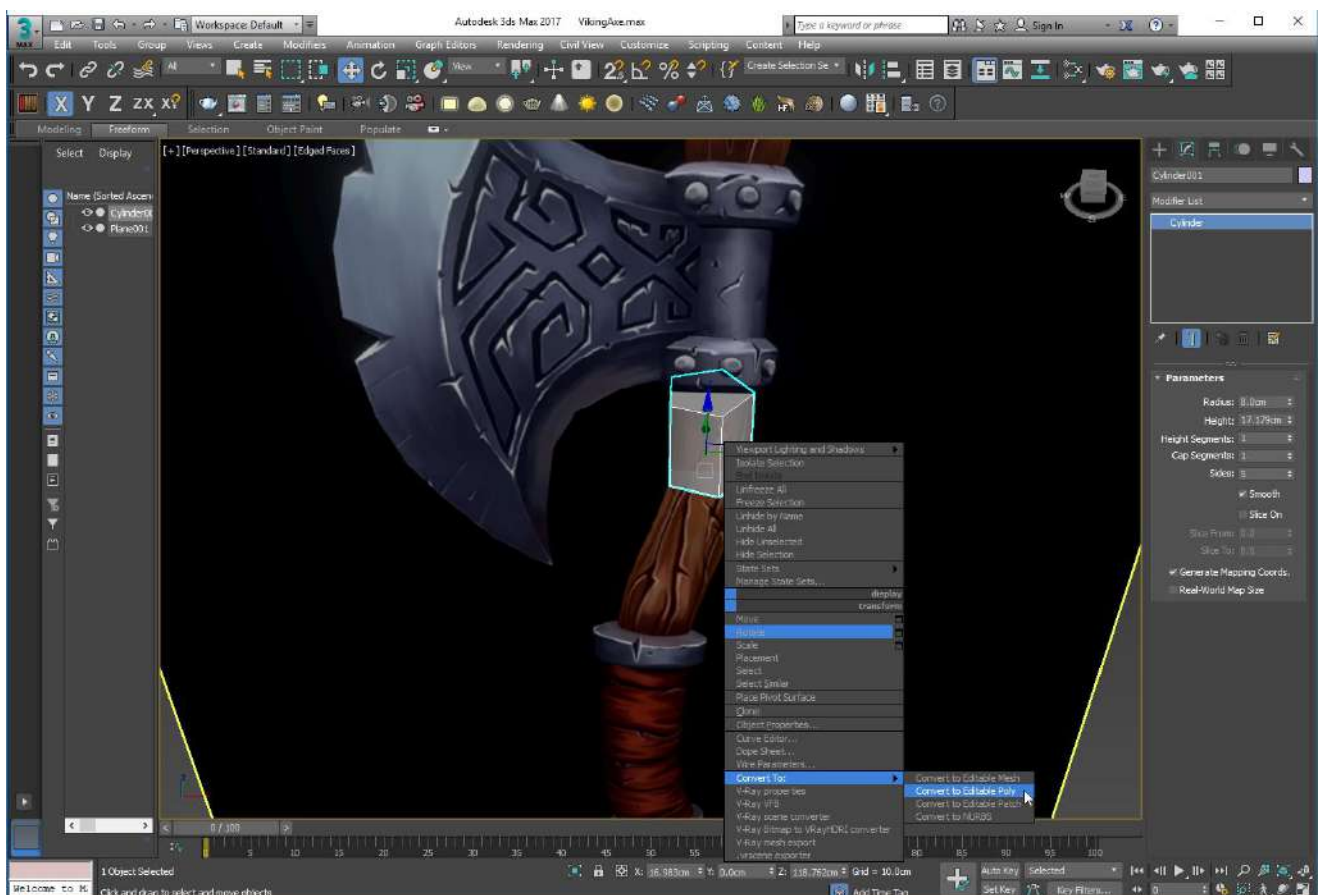
Create cylinder



Change the size to 5, because we need create lowpoly axe

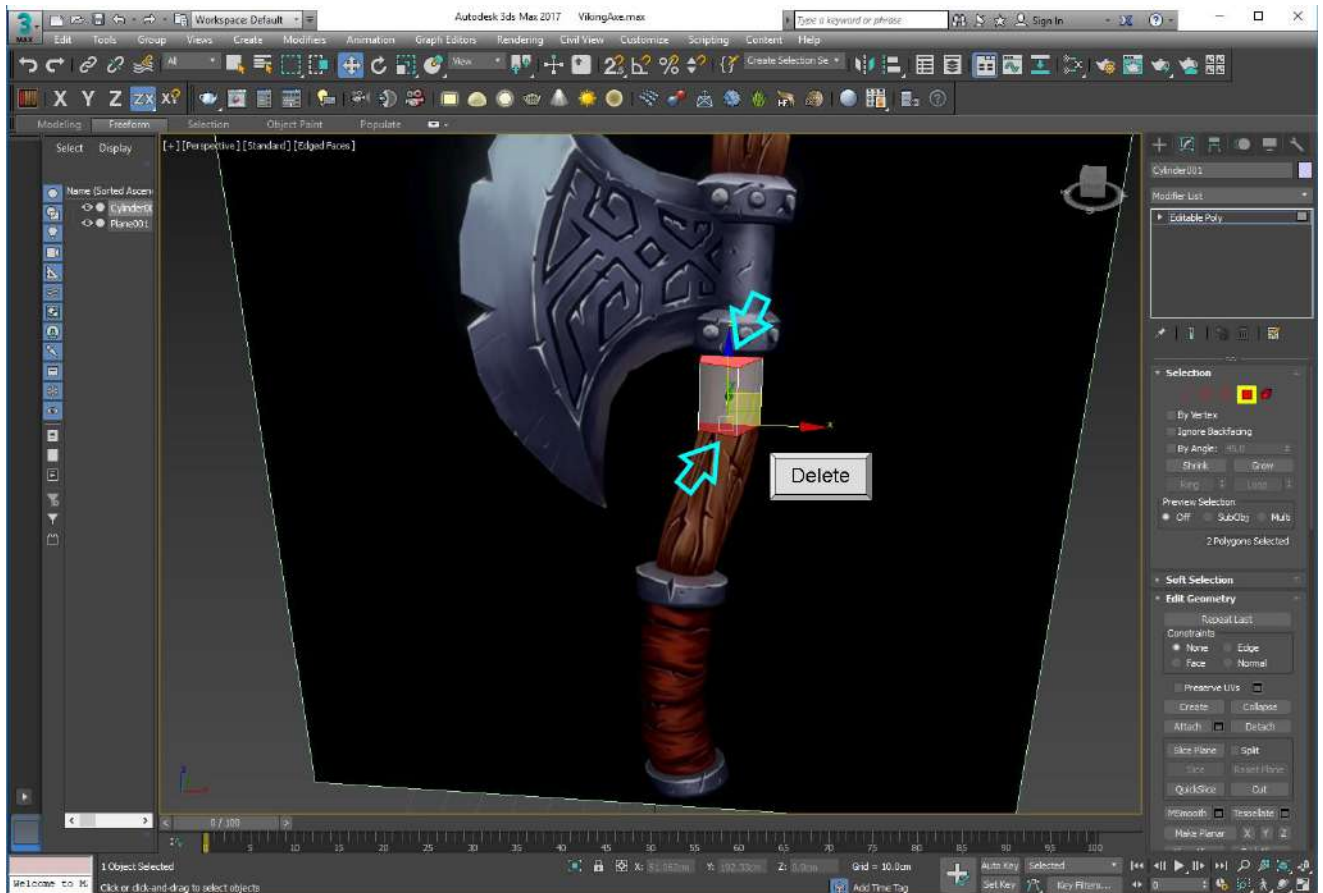


Move the cylinder to the center, and right click convert to editable poly

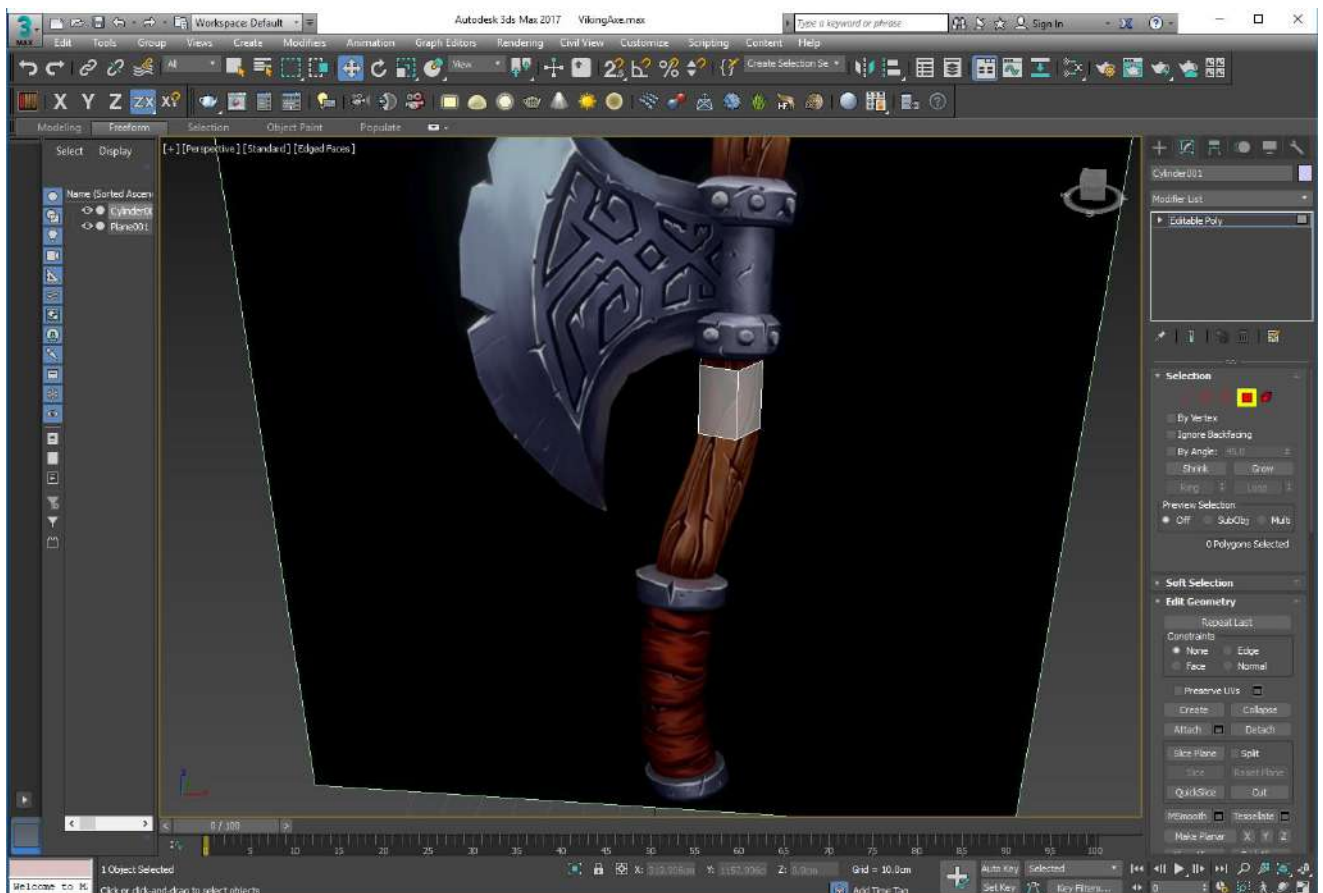




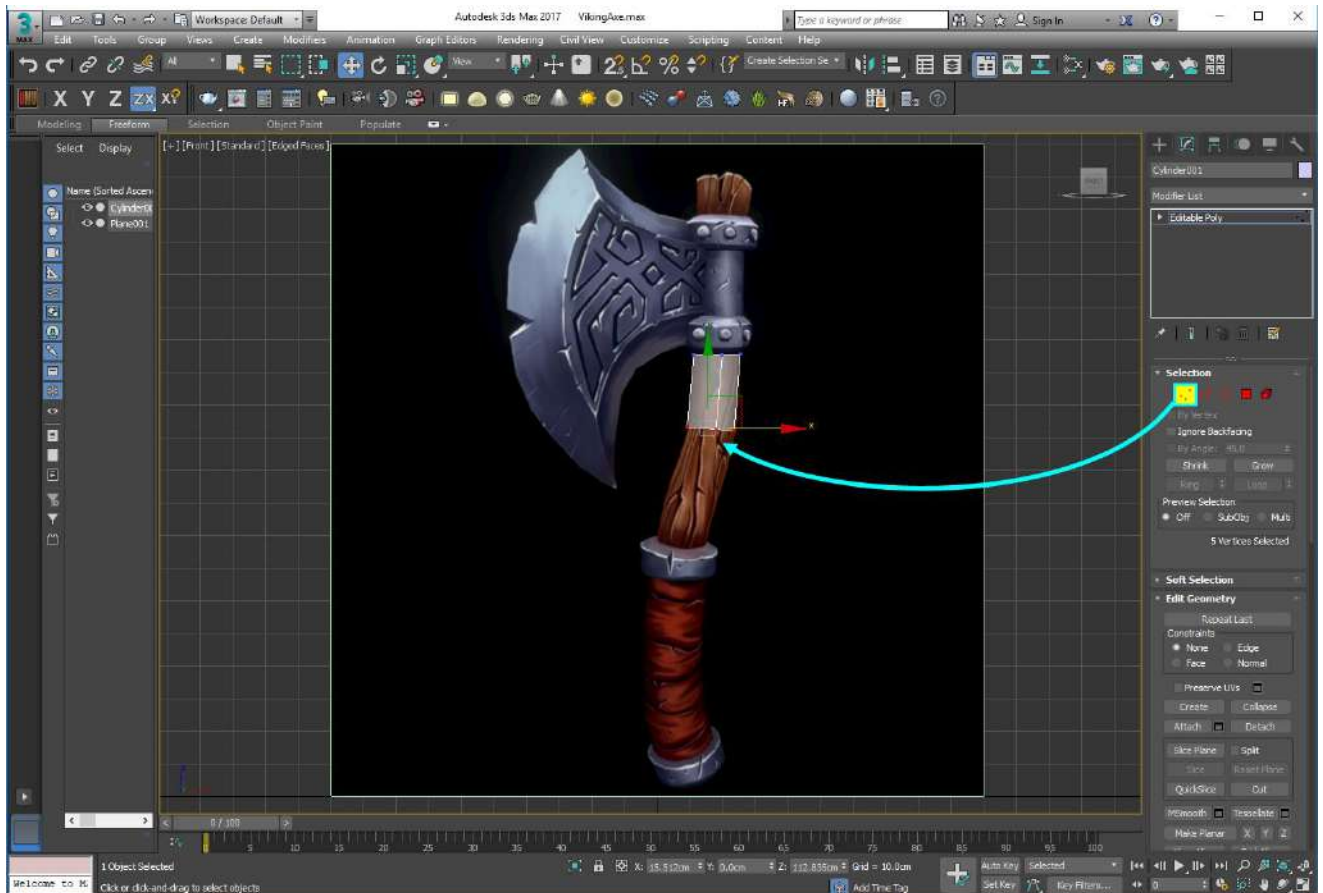
Select top and bottom polygon, and delete it



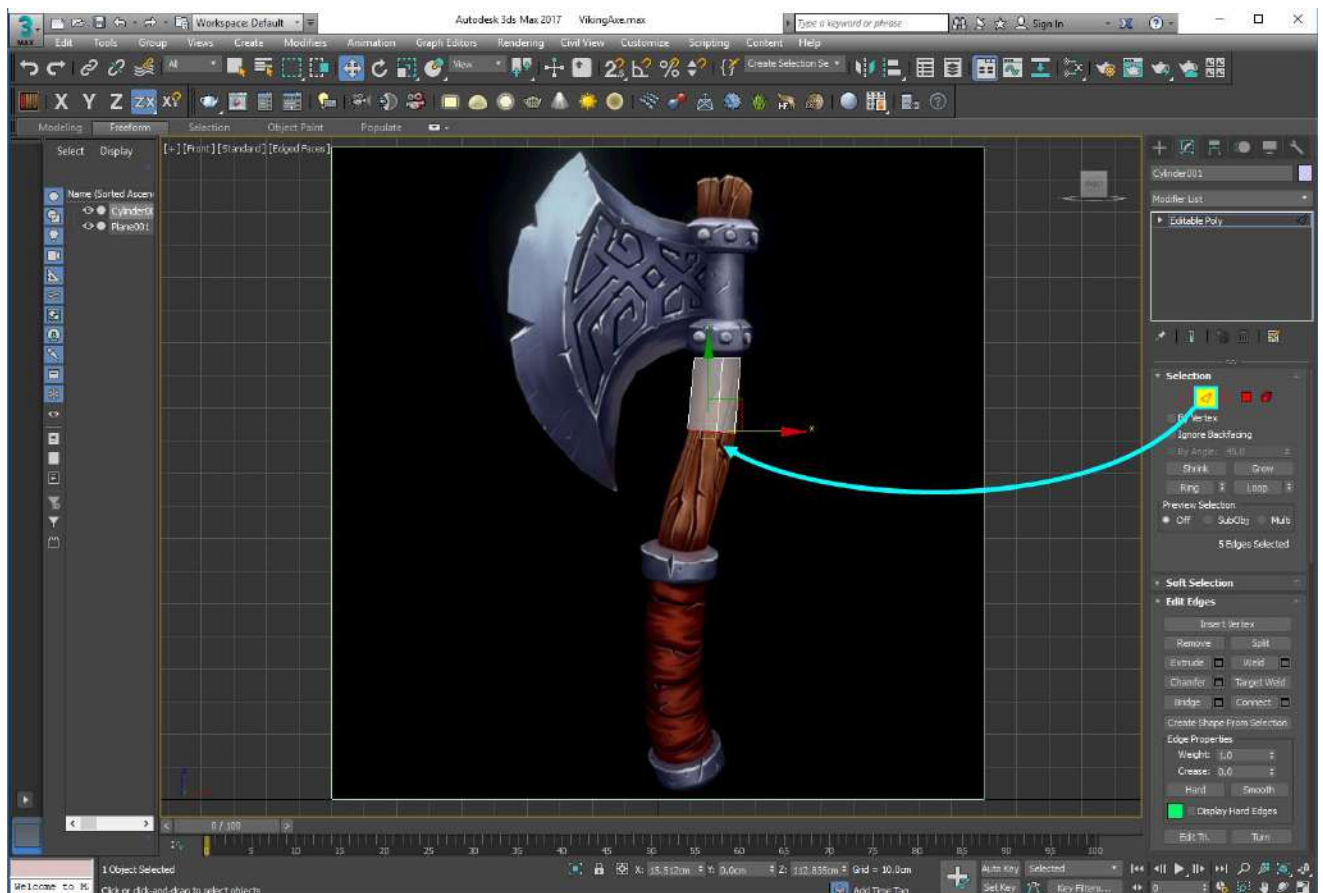
After delete top and bottom



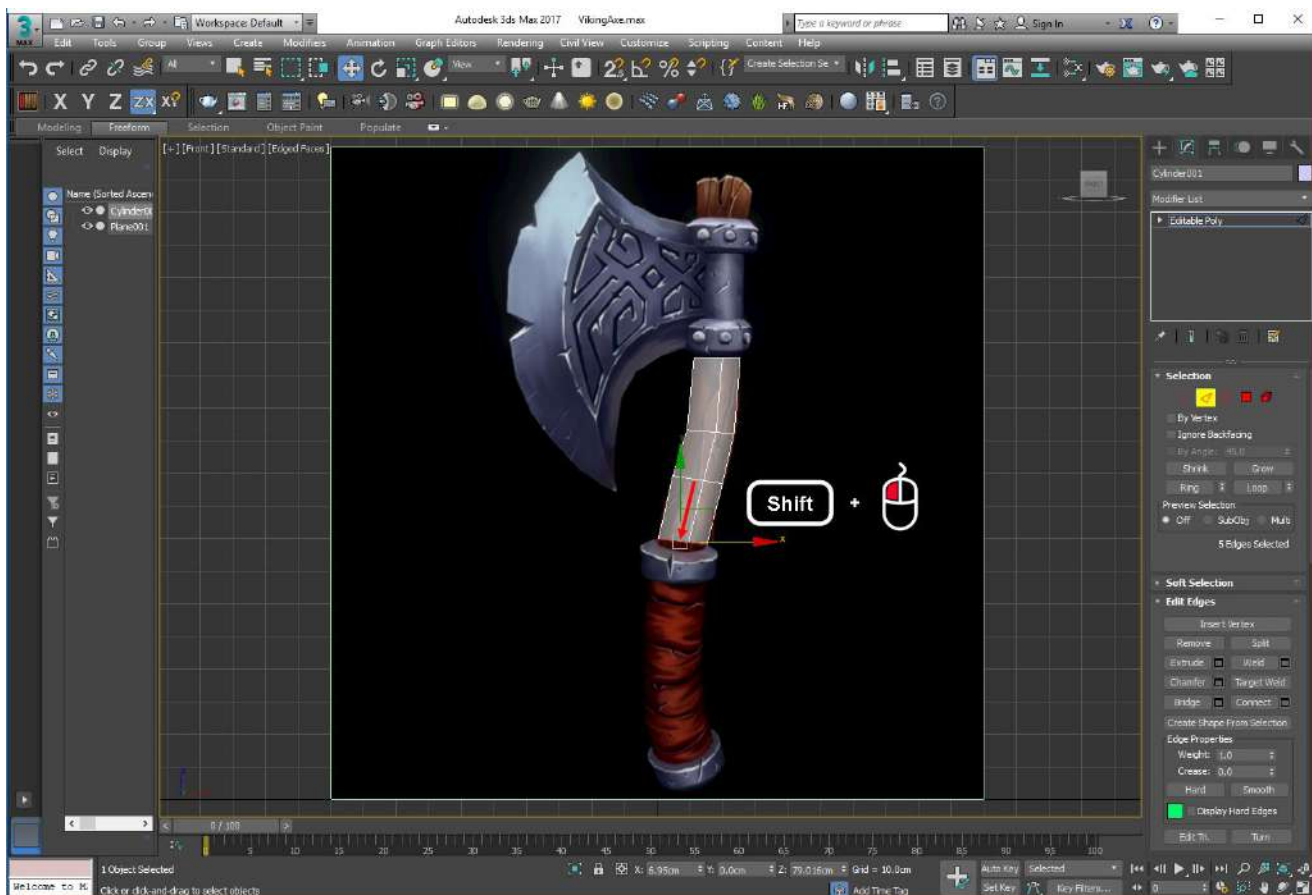
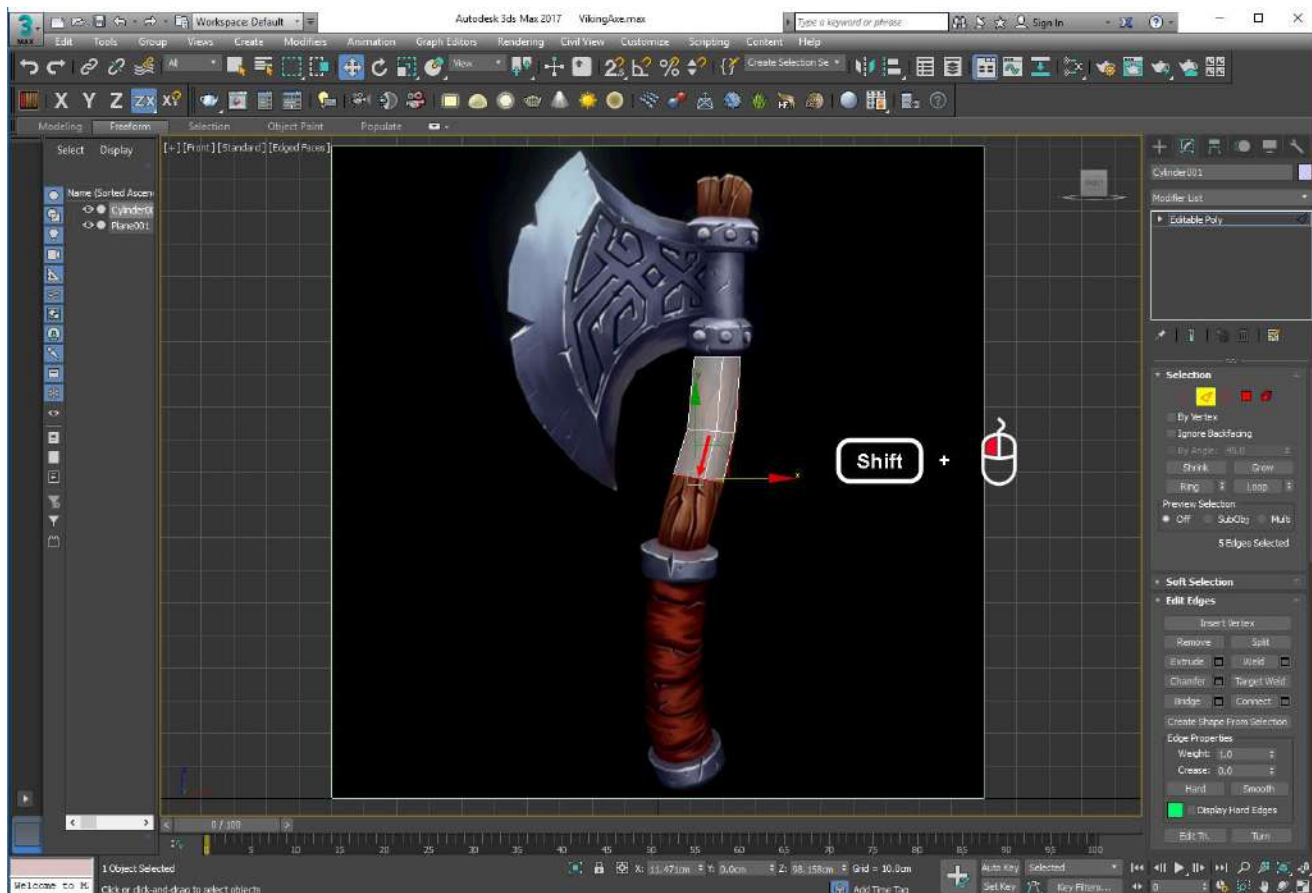
## Select vertex and adjust



## Select edges

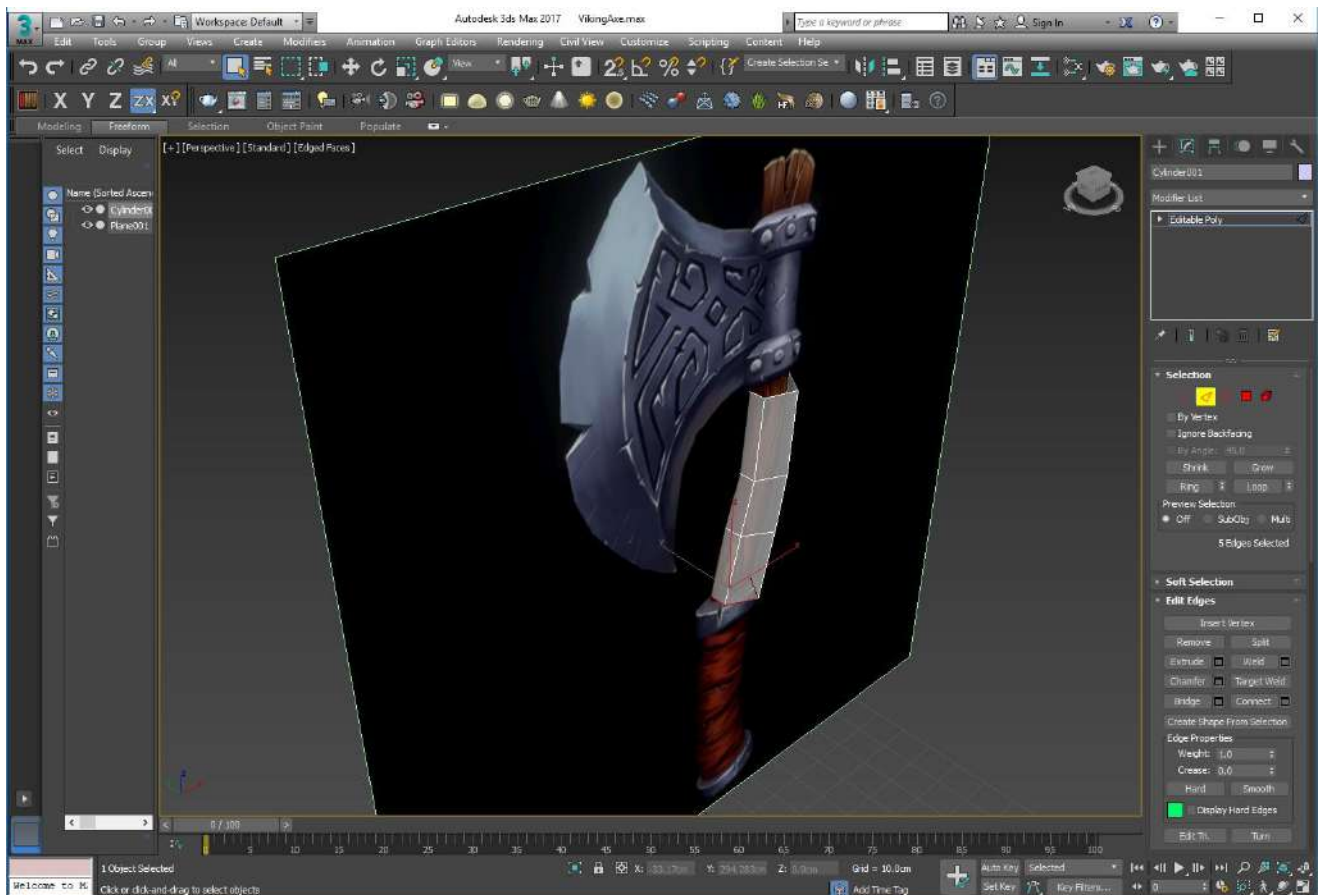


Press shift and drag the edges

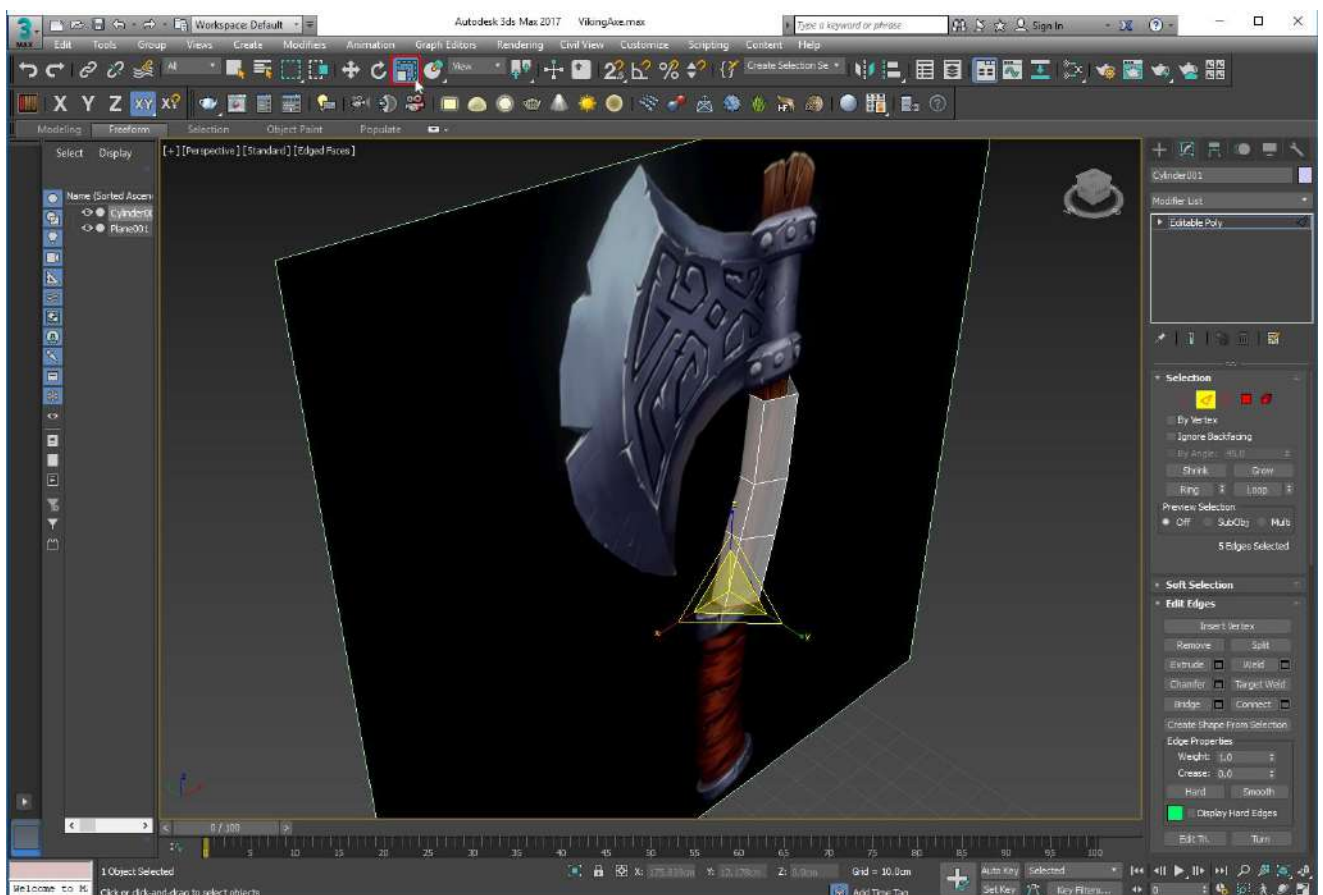




## Switch to perspective view

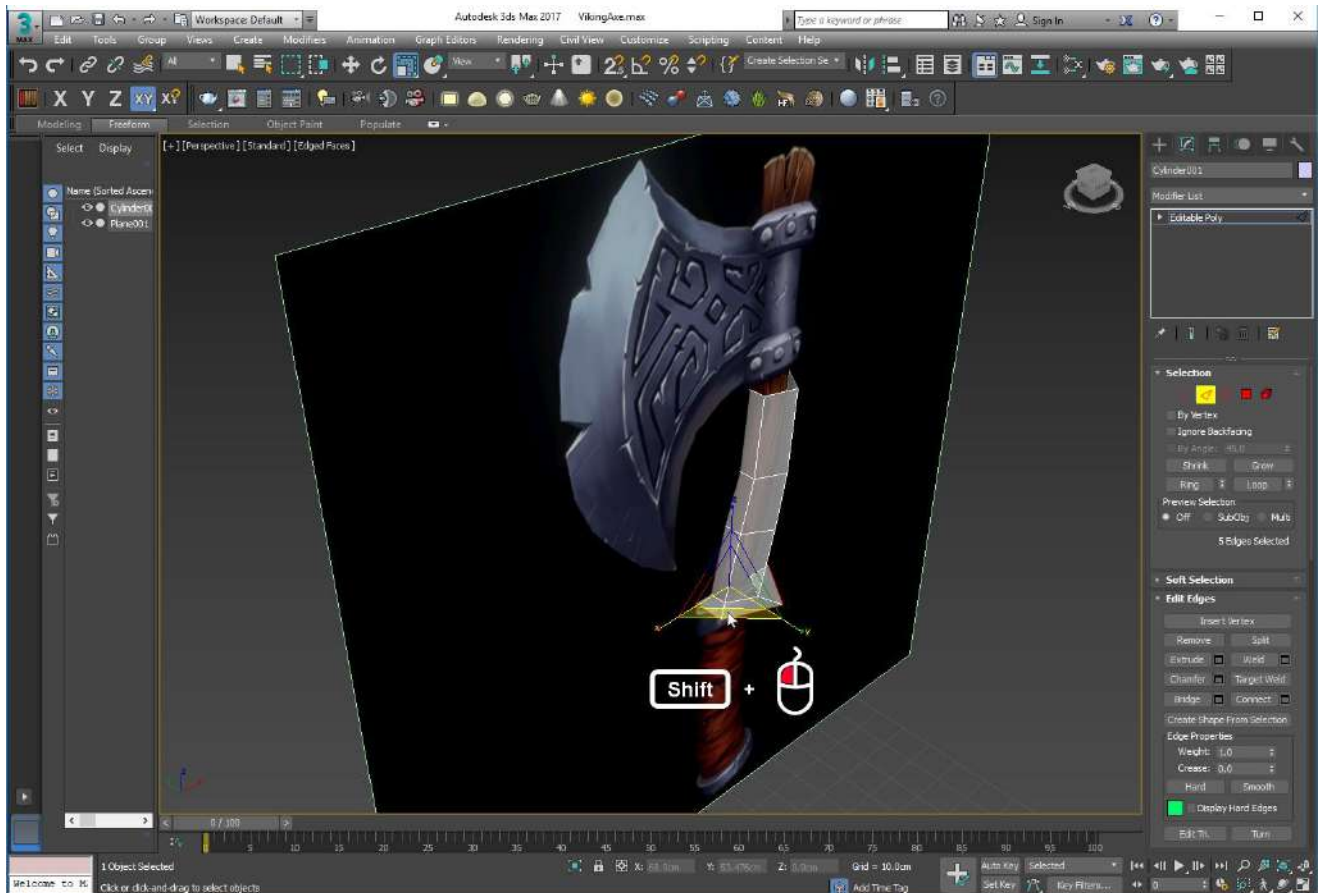


## Click "Select and Uniform Scale"

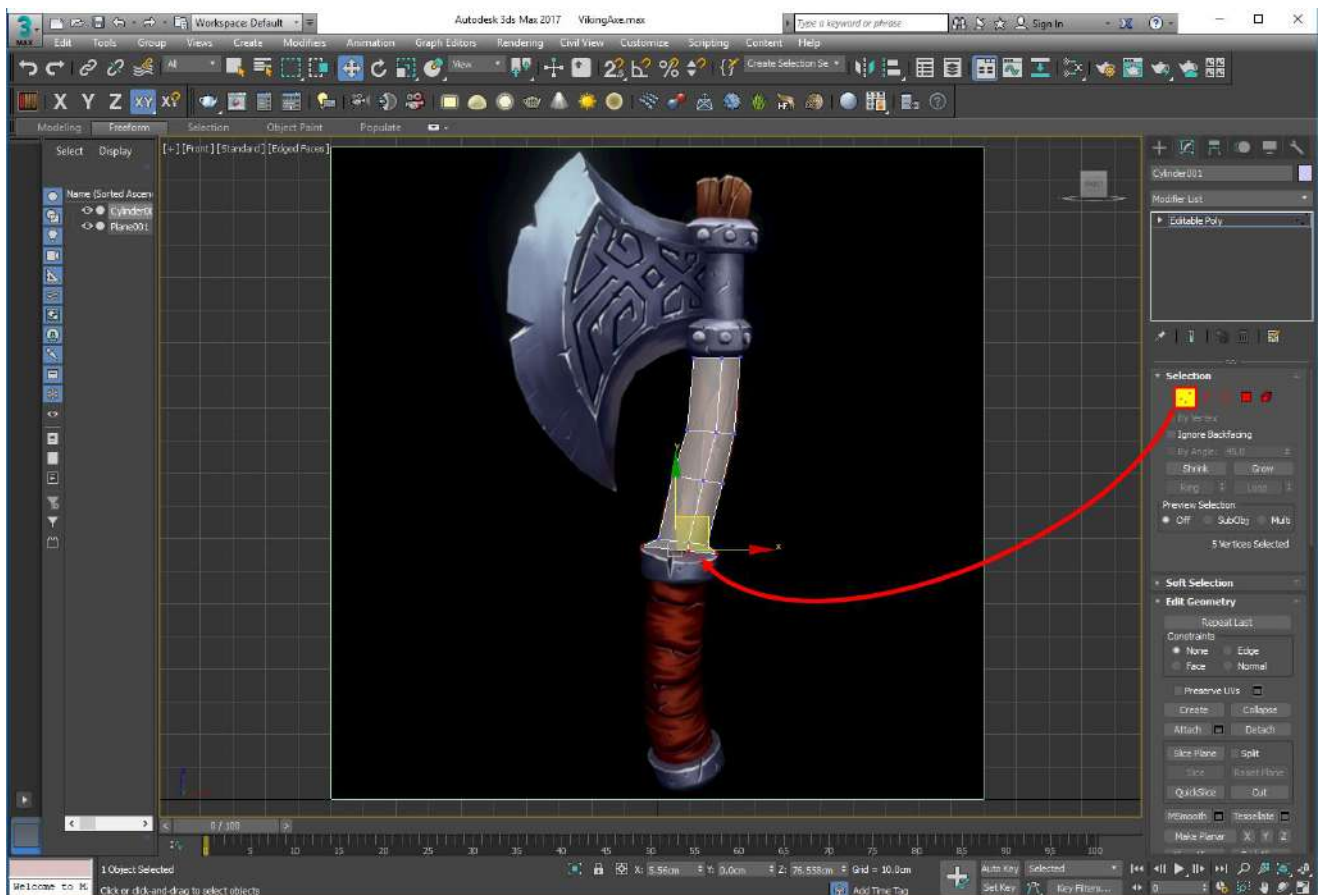




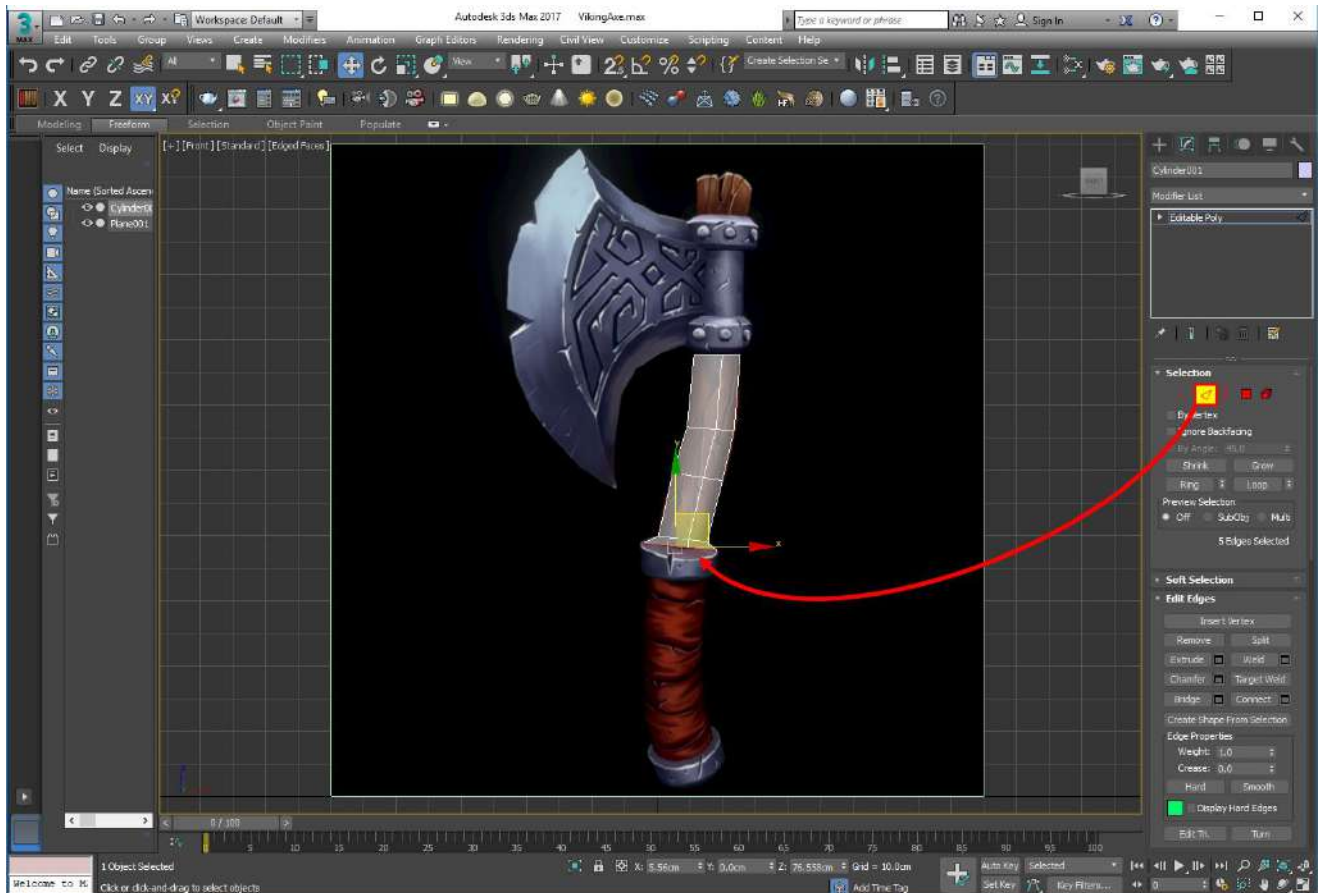
Press Shift and drag it



Click vertex and adjust



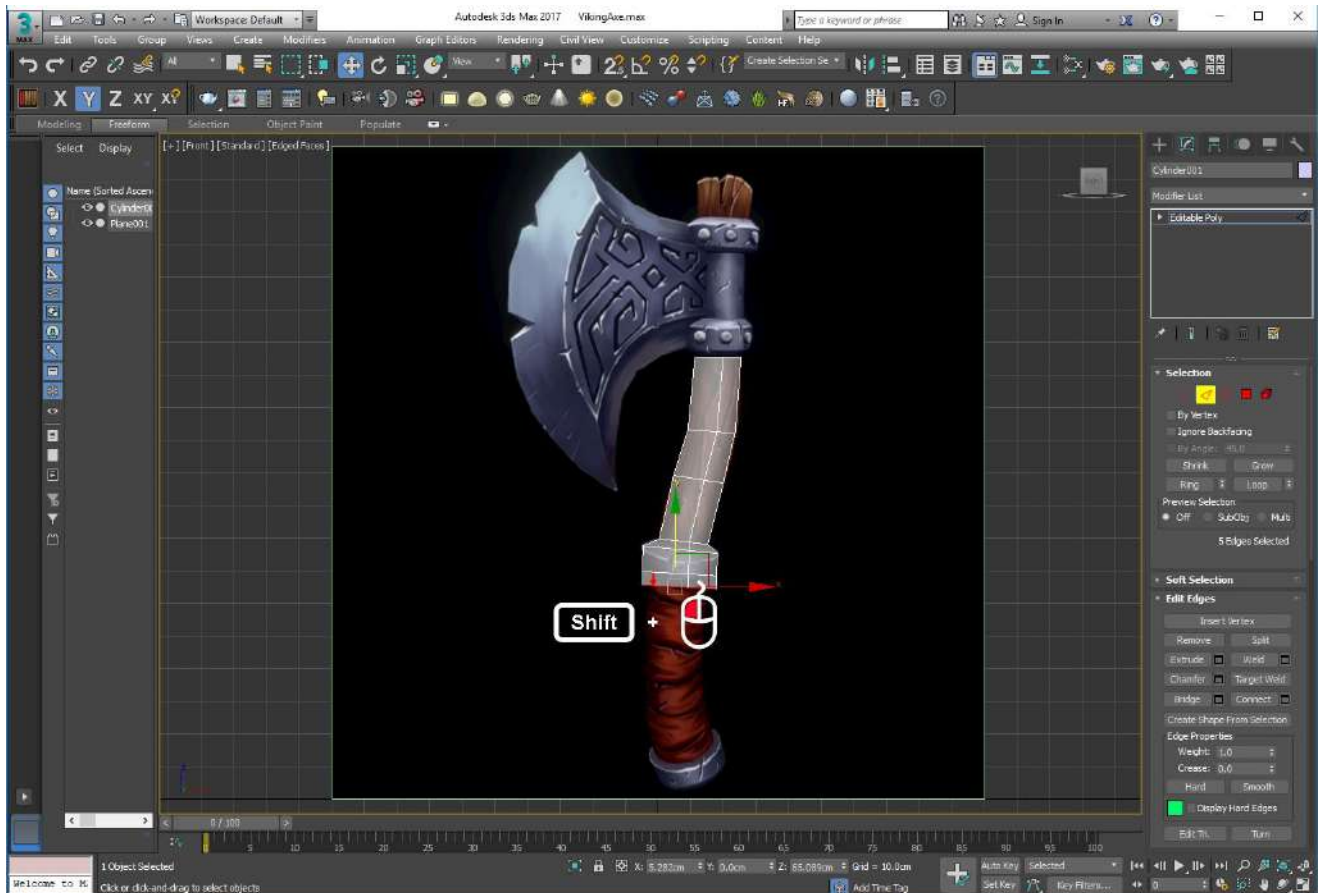
## Select edges



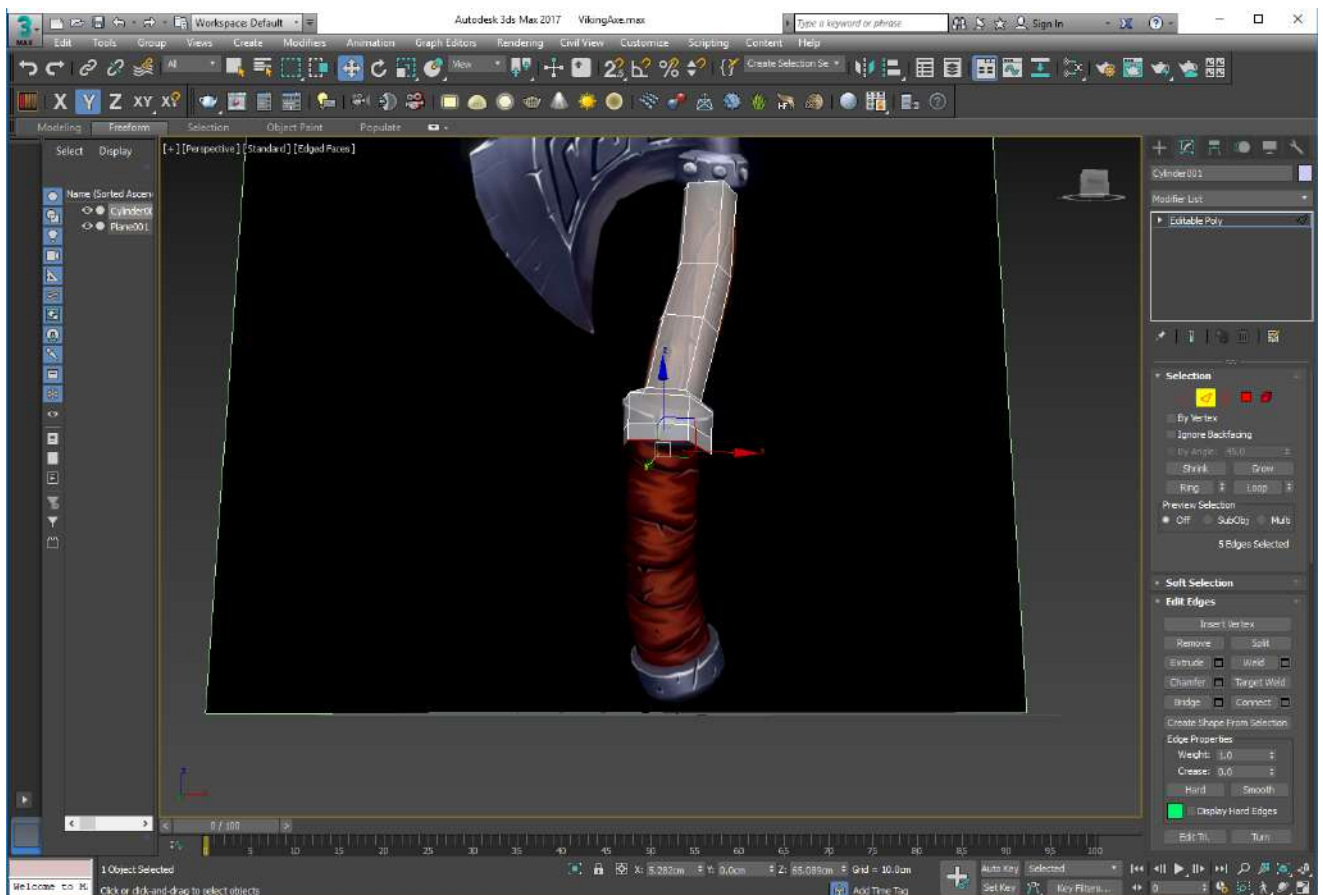
## Press shift and drag down



Repeat the same step

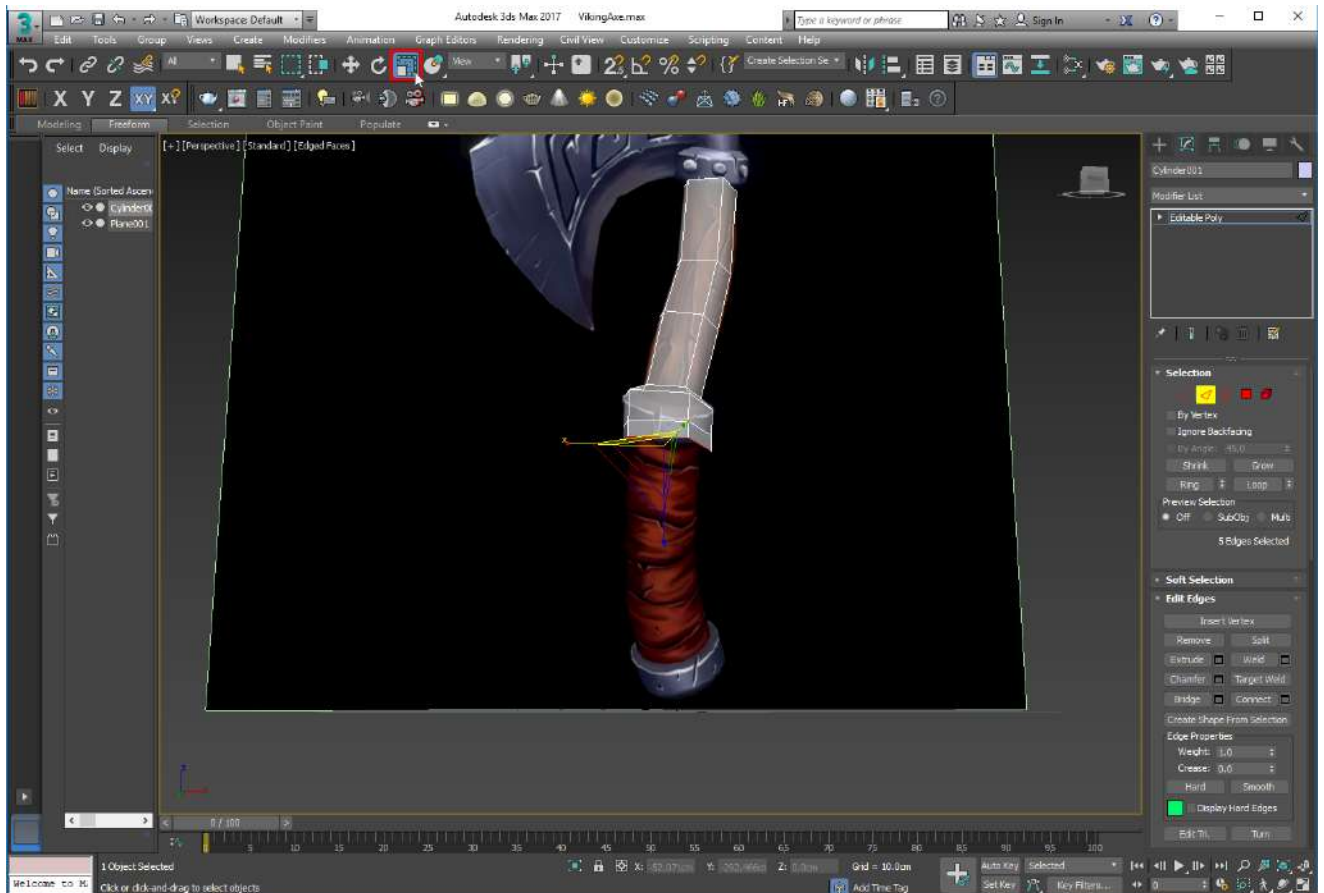


Switch to perspective view

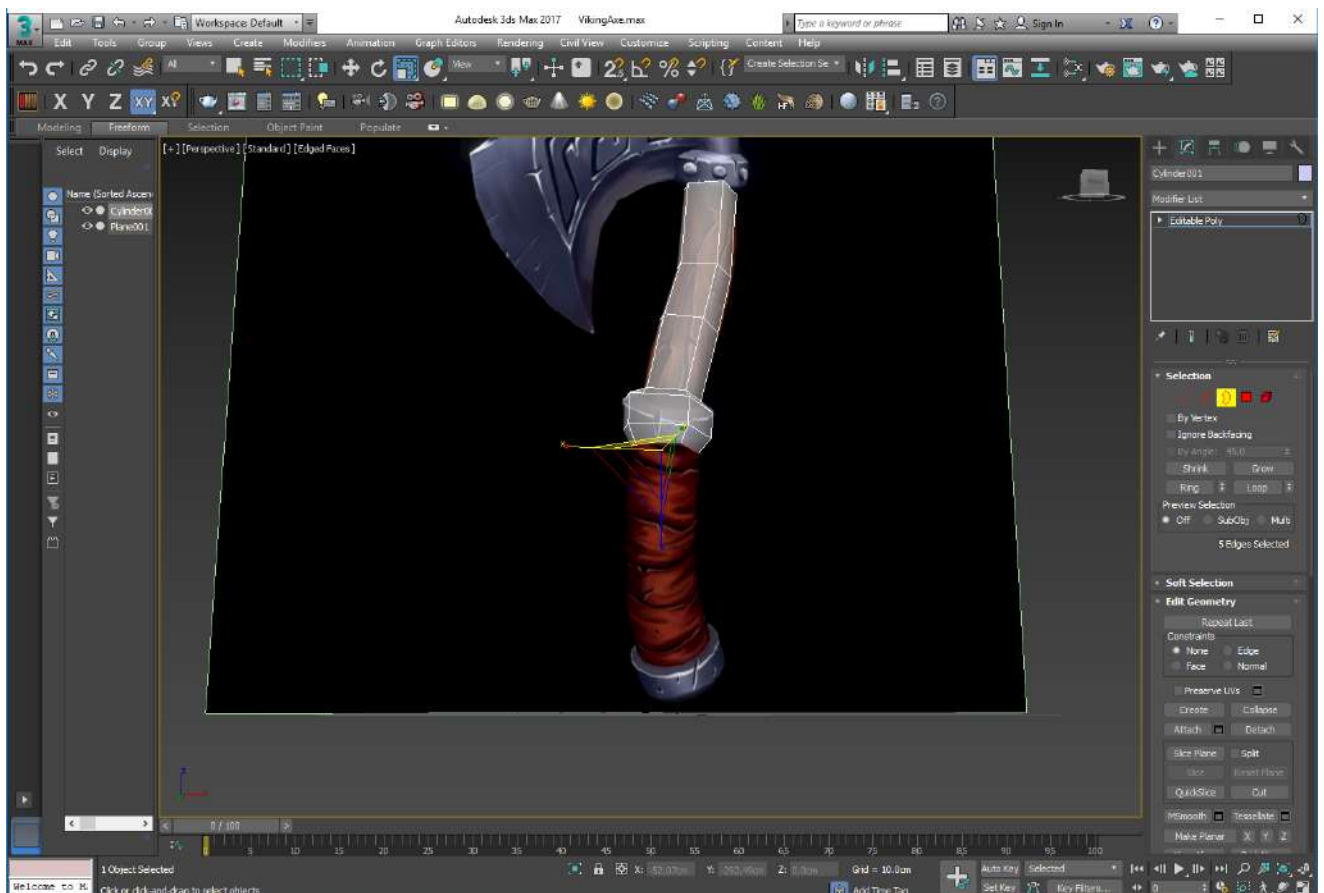




Click "Select and Uniform Scale"

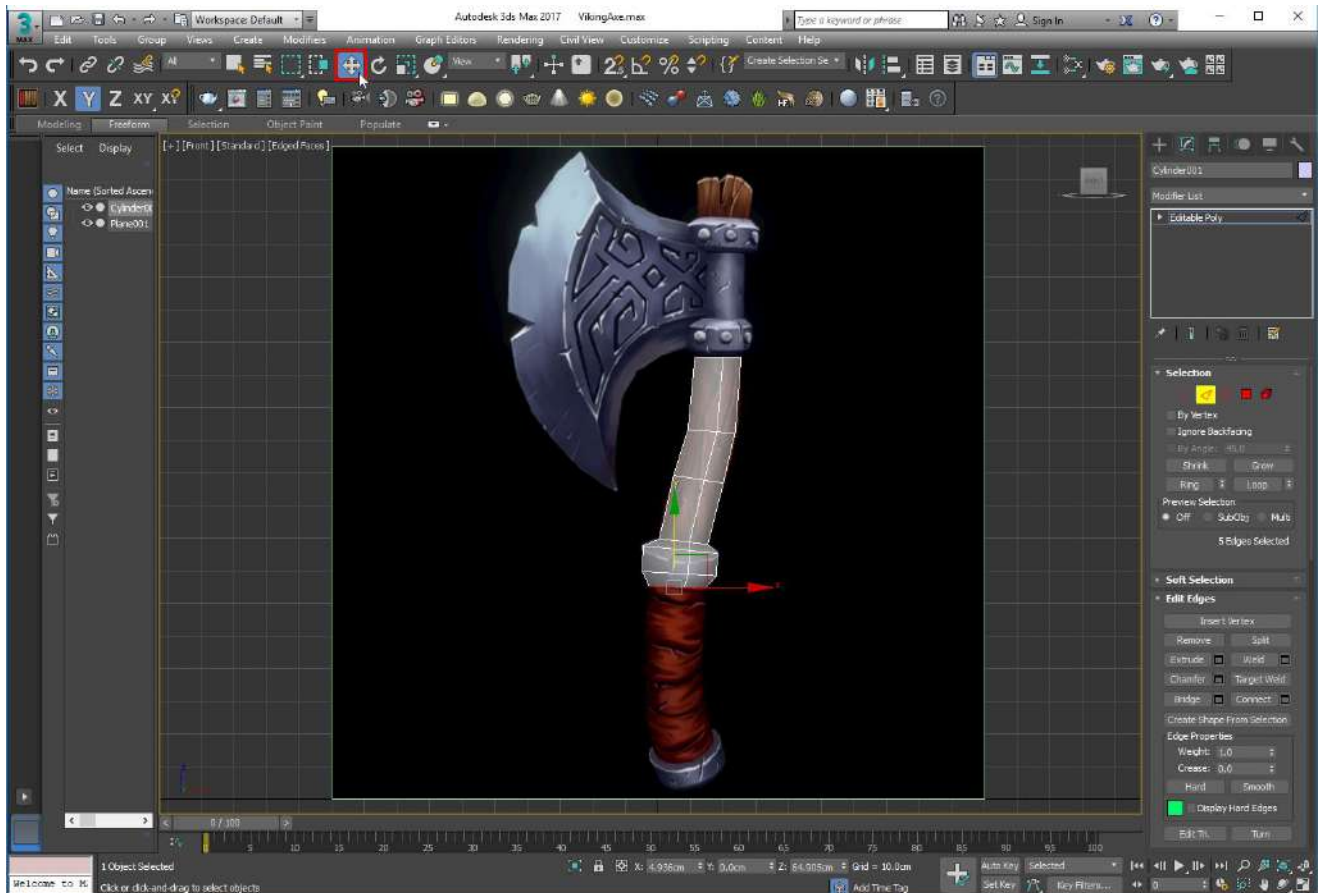


Slowly adjust to exactly size

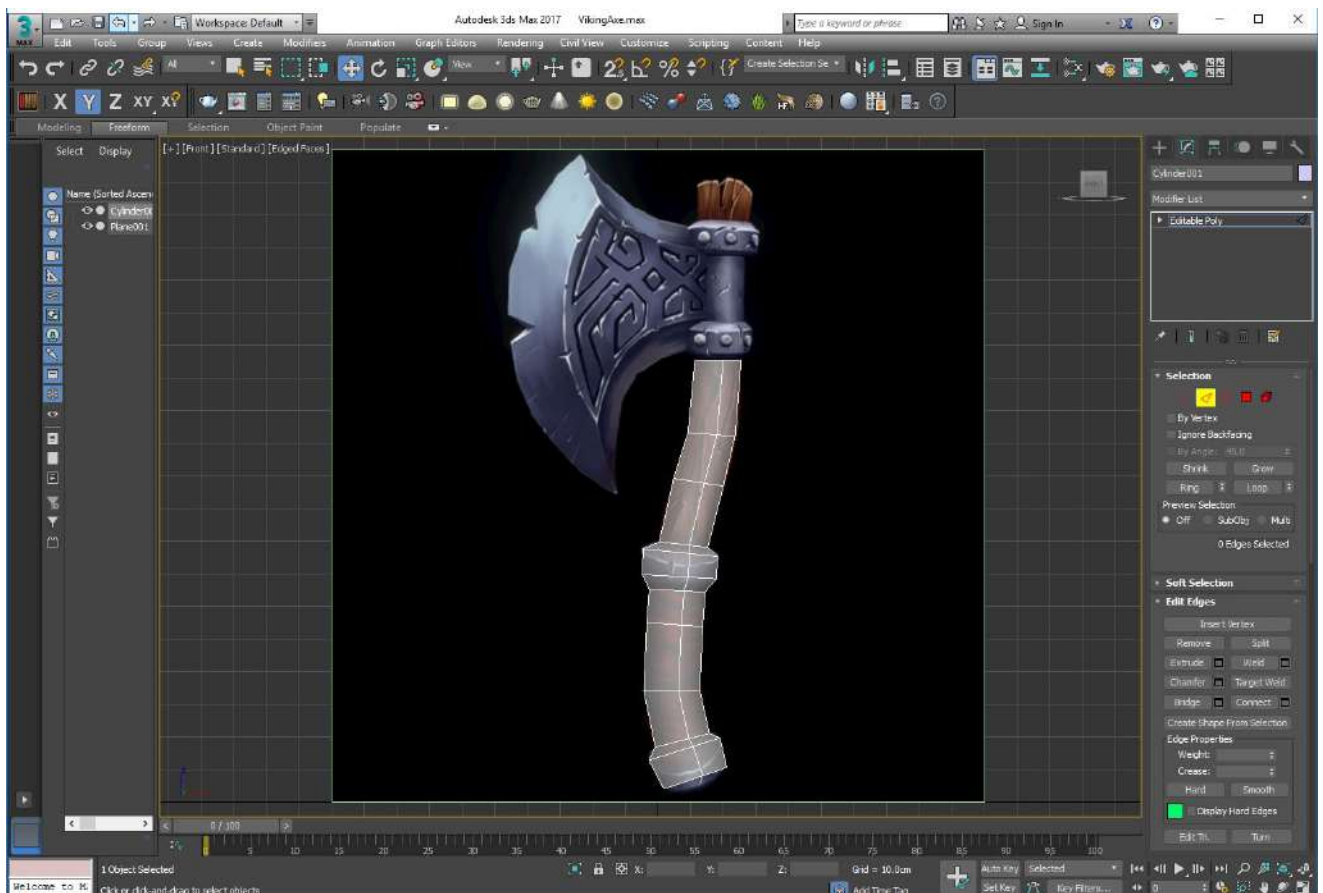




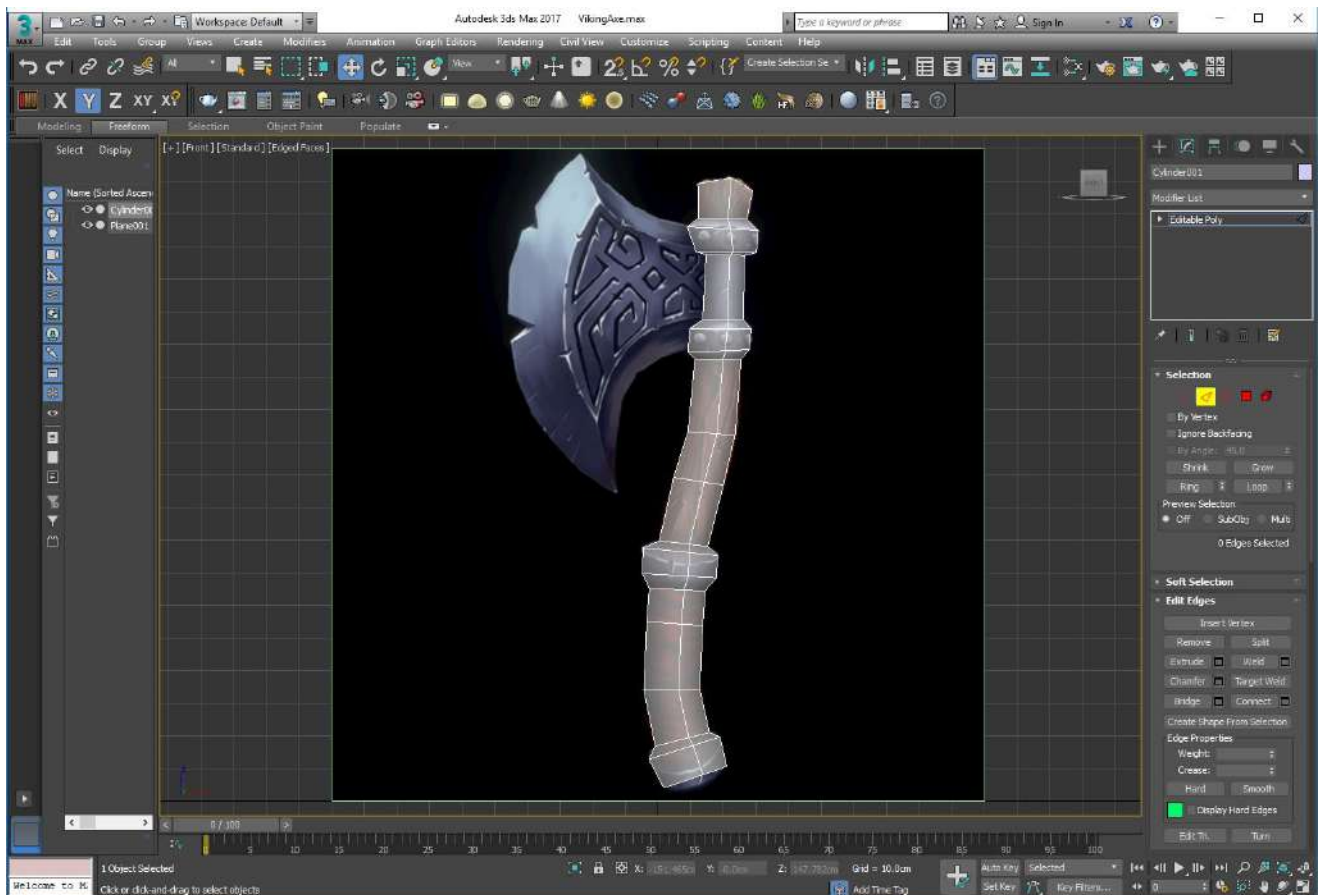
## Switch to orthographic view



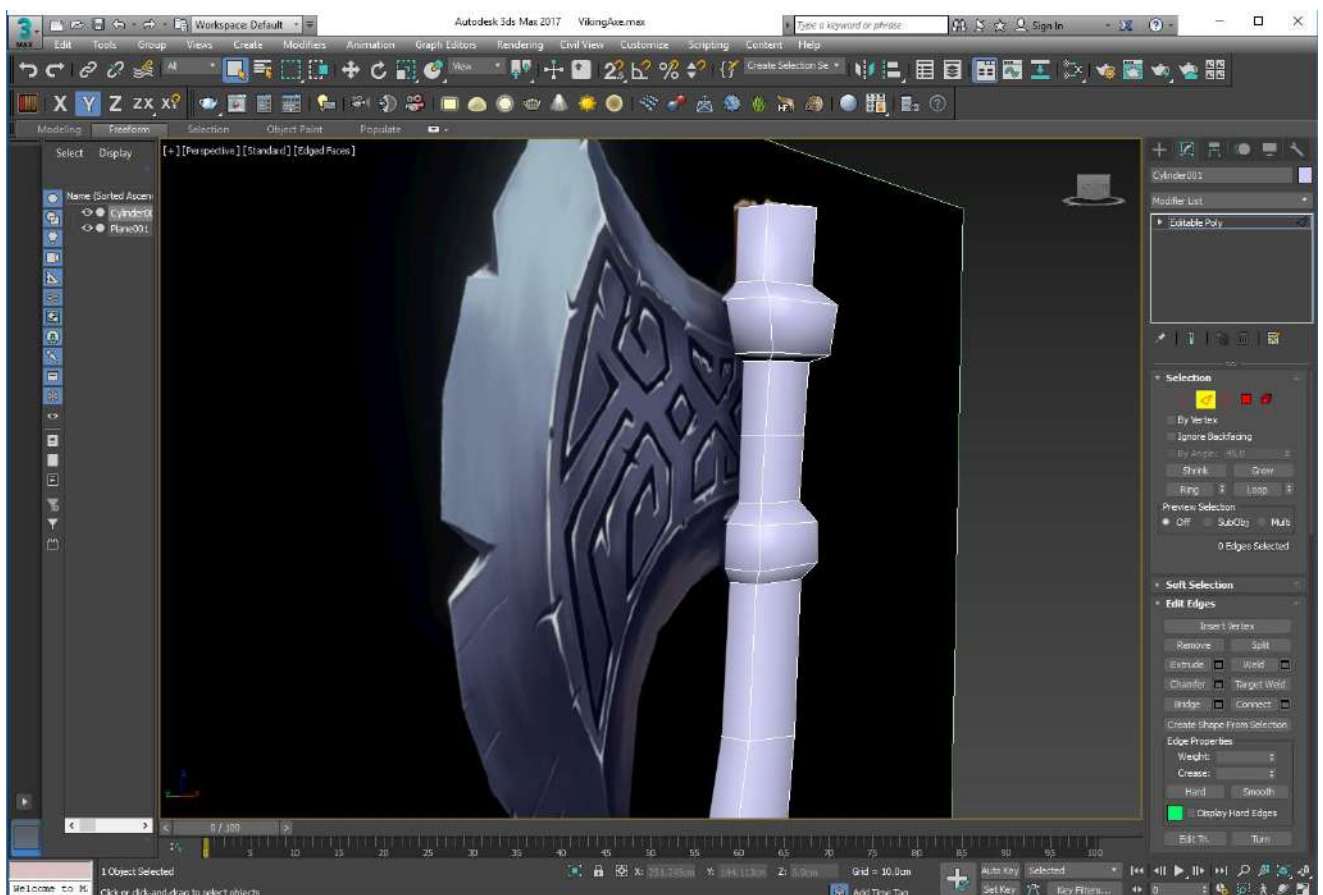
## Repeat the same step to complete the axe handle



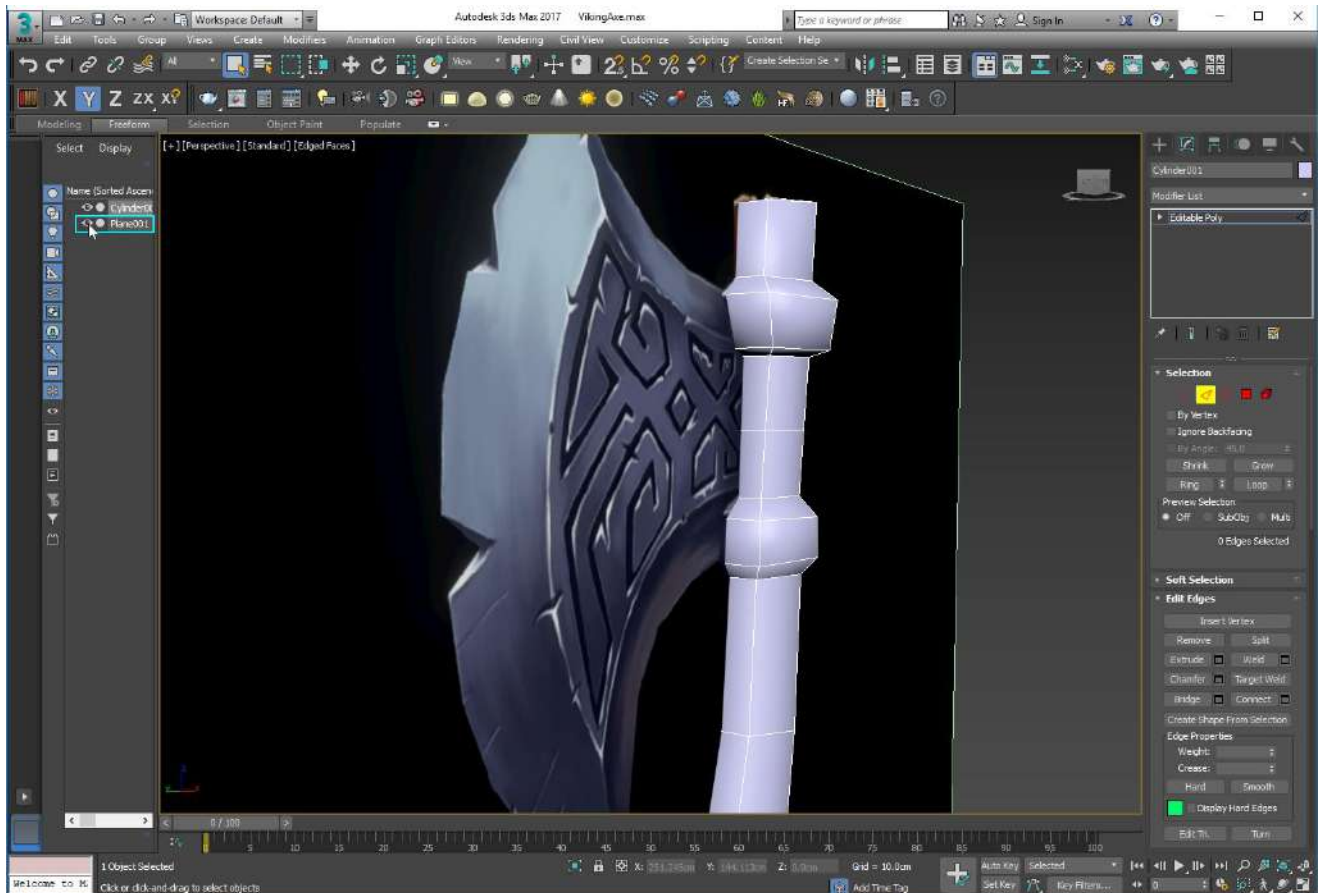
Repeat same step when complete the top



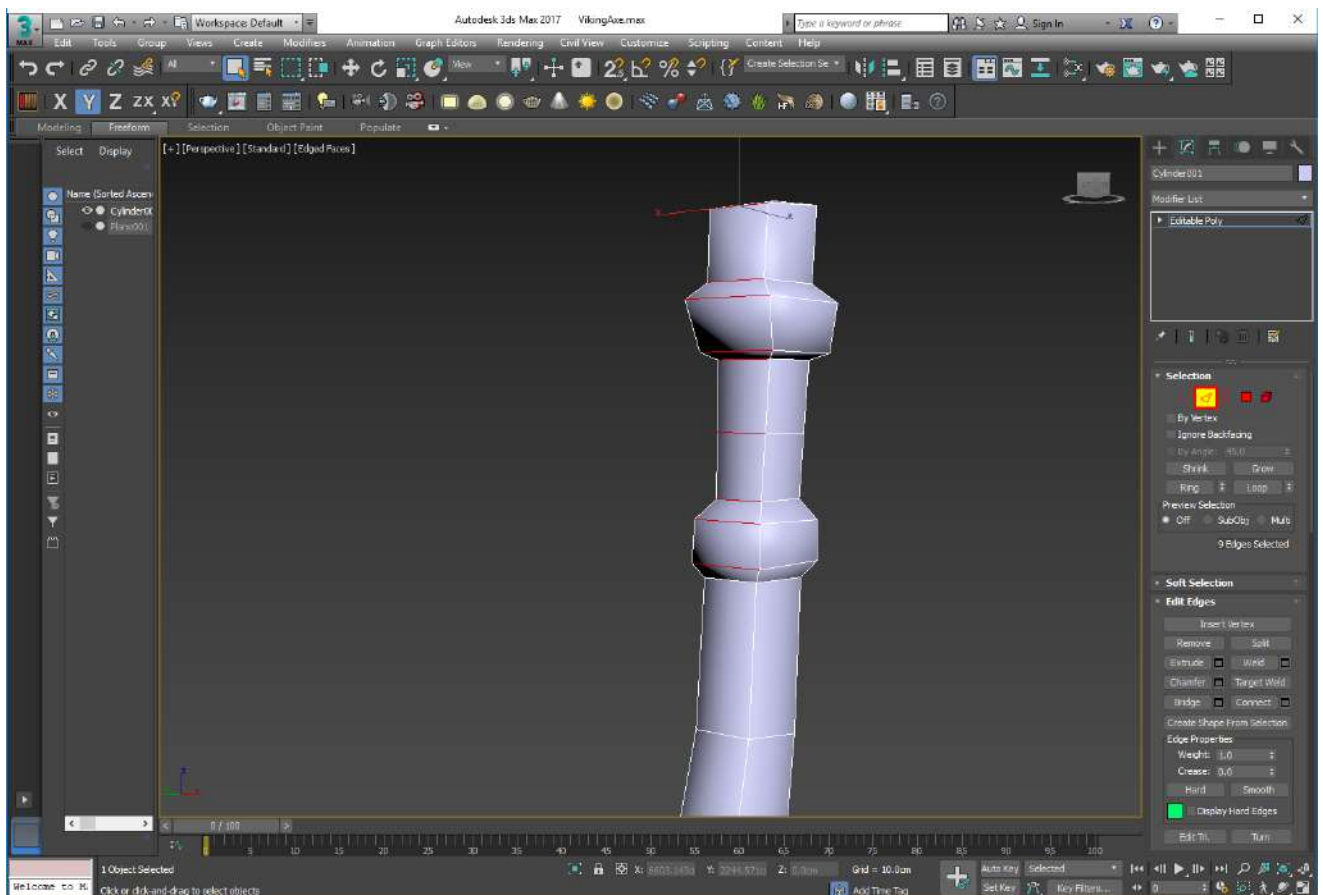
After complete, we going build the axe blade



Click the “eye” logo to hide plane

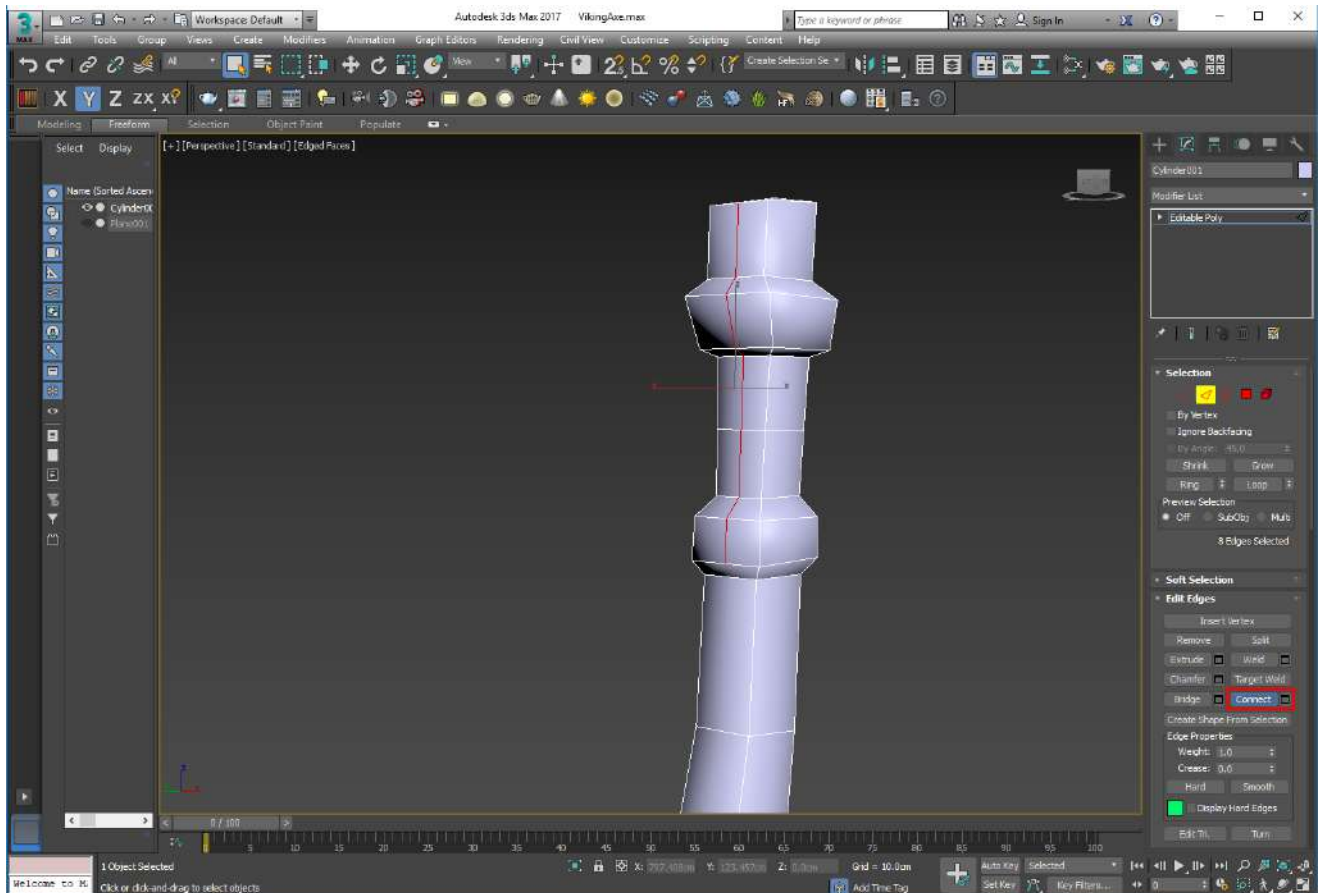


After hide plane, select edges

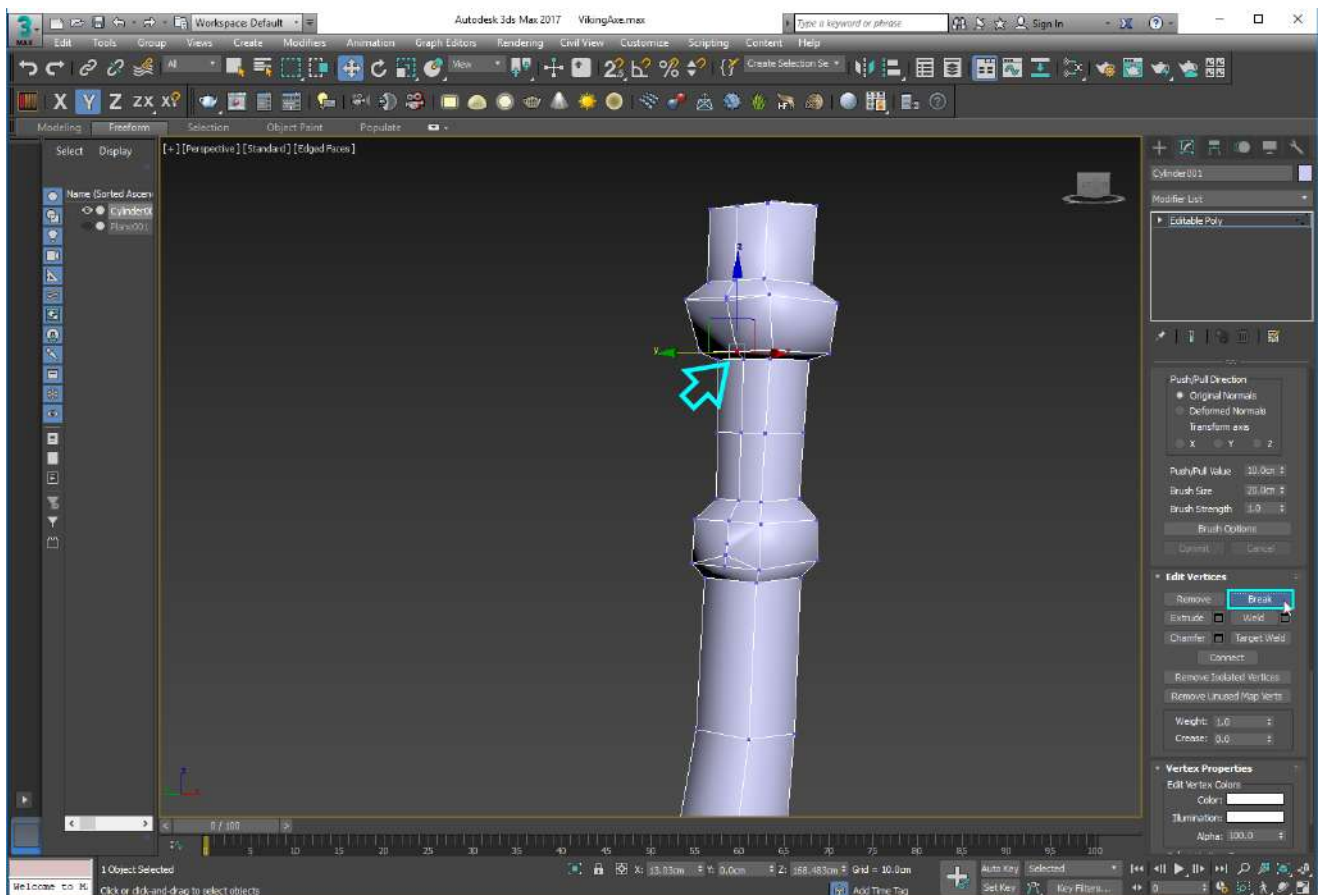




Click "Connect" and create a line on middle

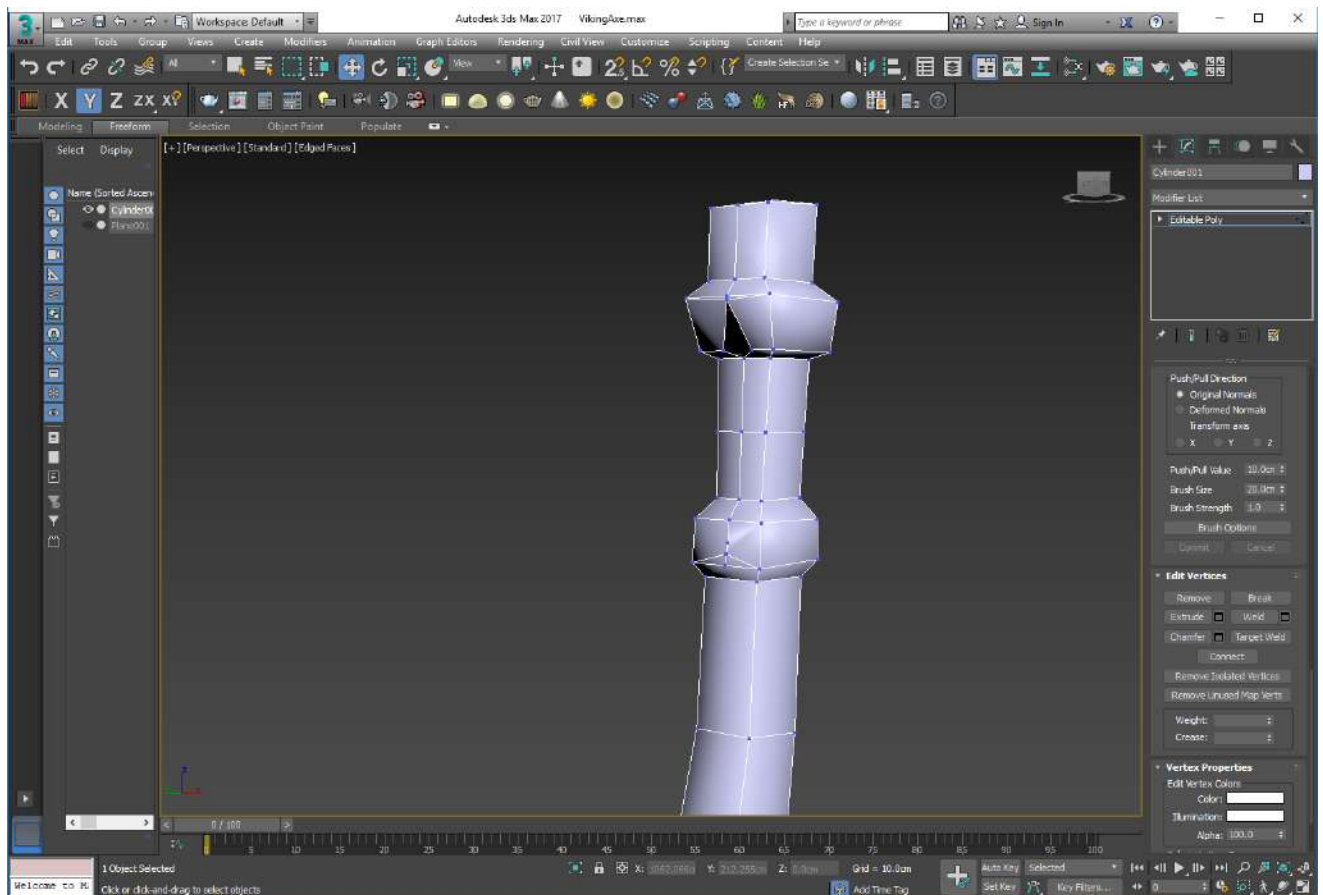


Select vertex and click "break"

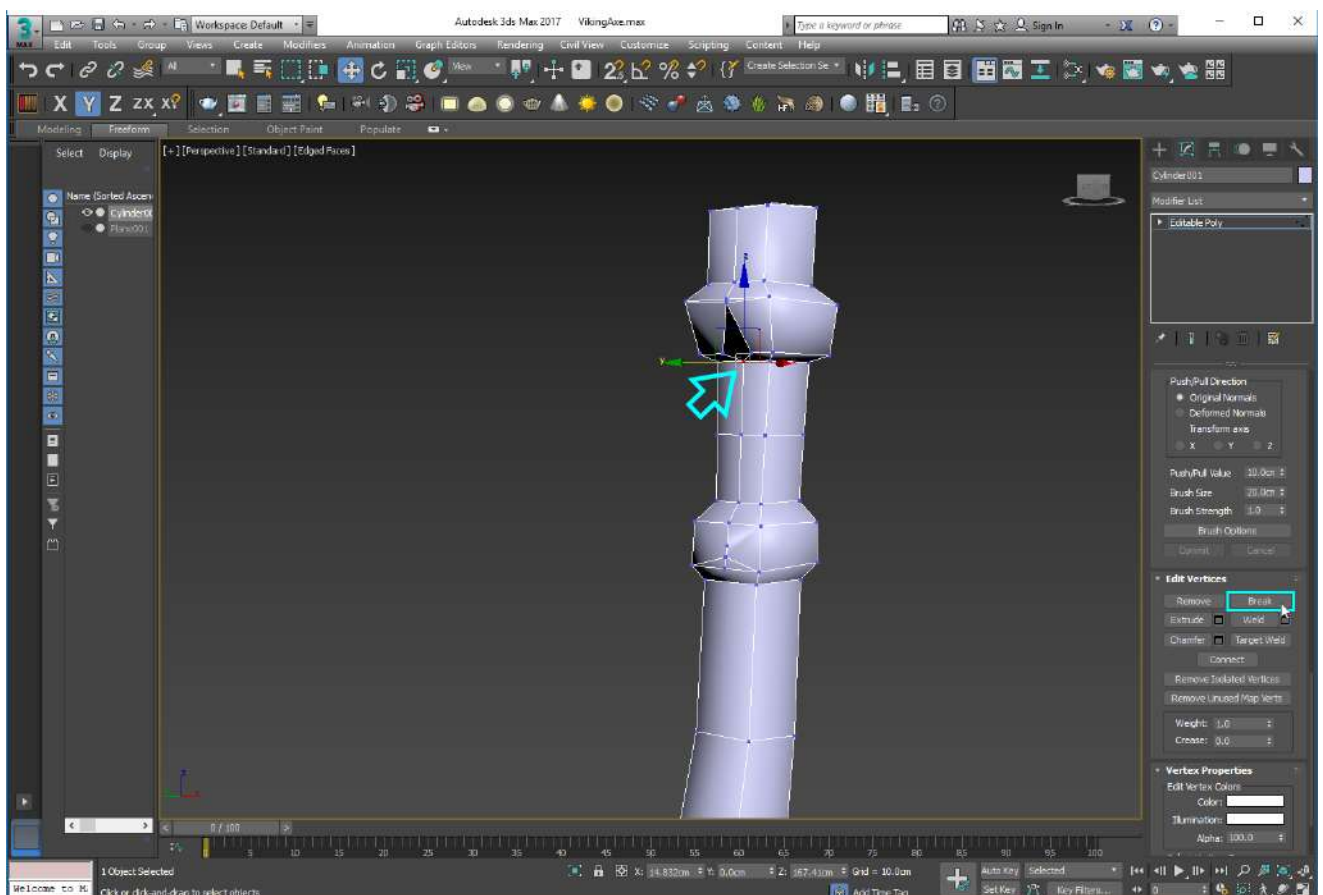




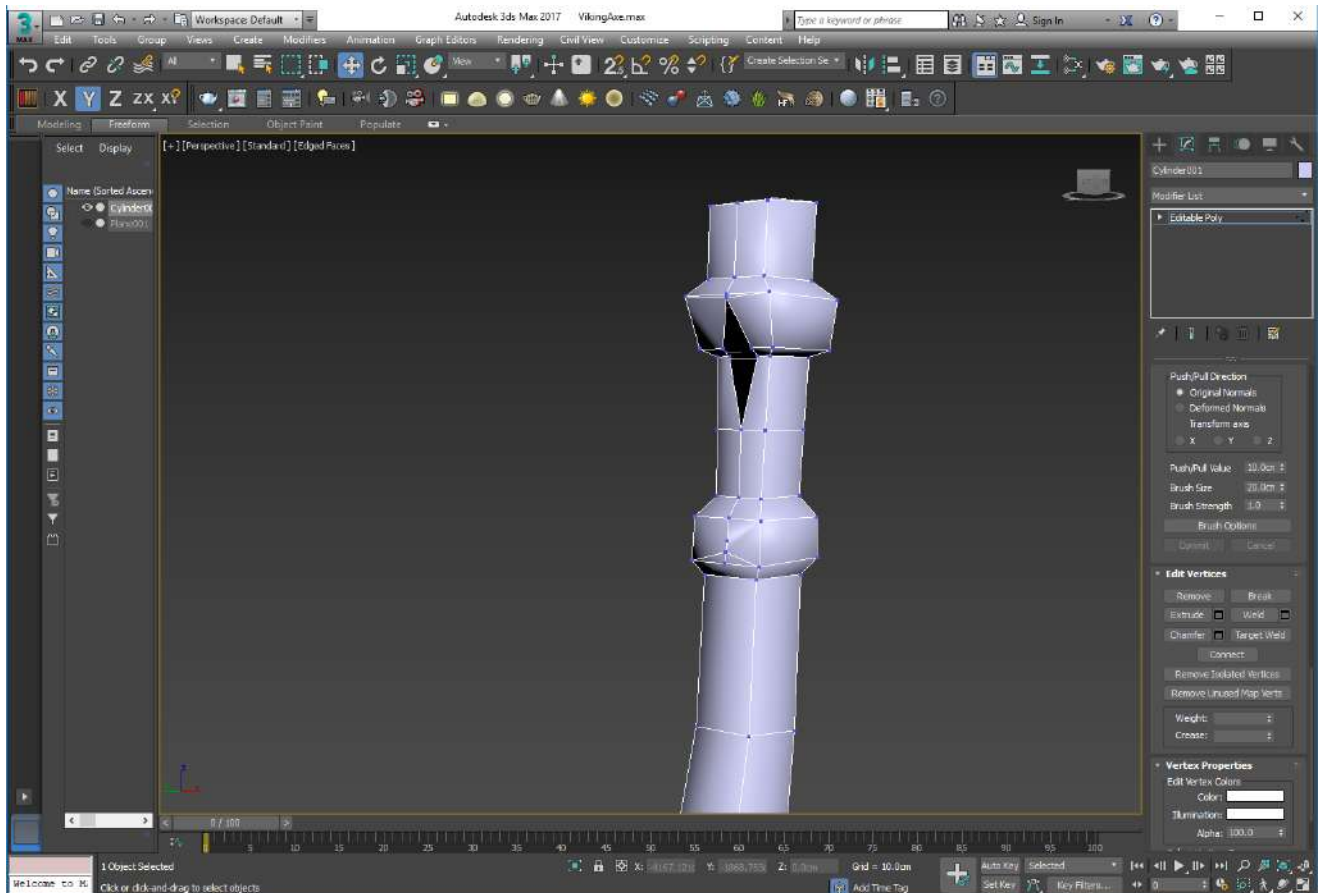
## Adjust the vertex, and make a hole



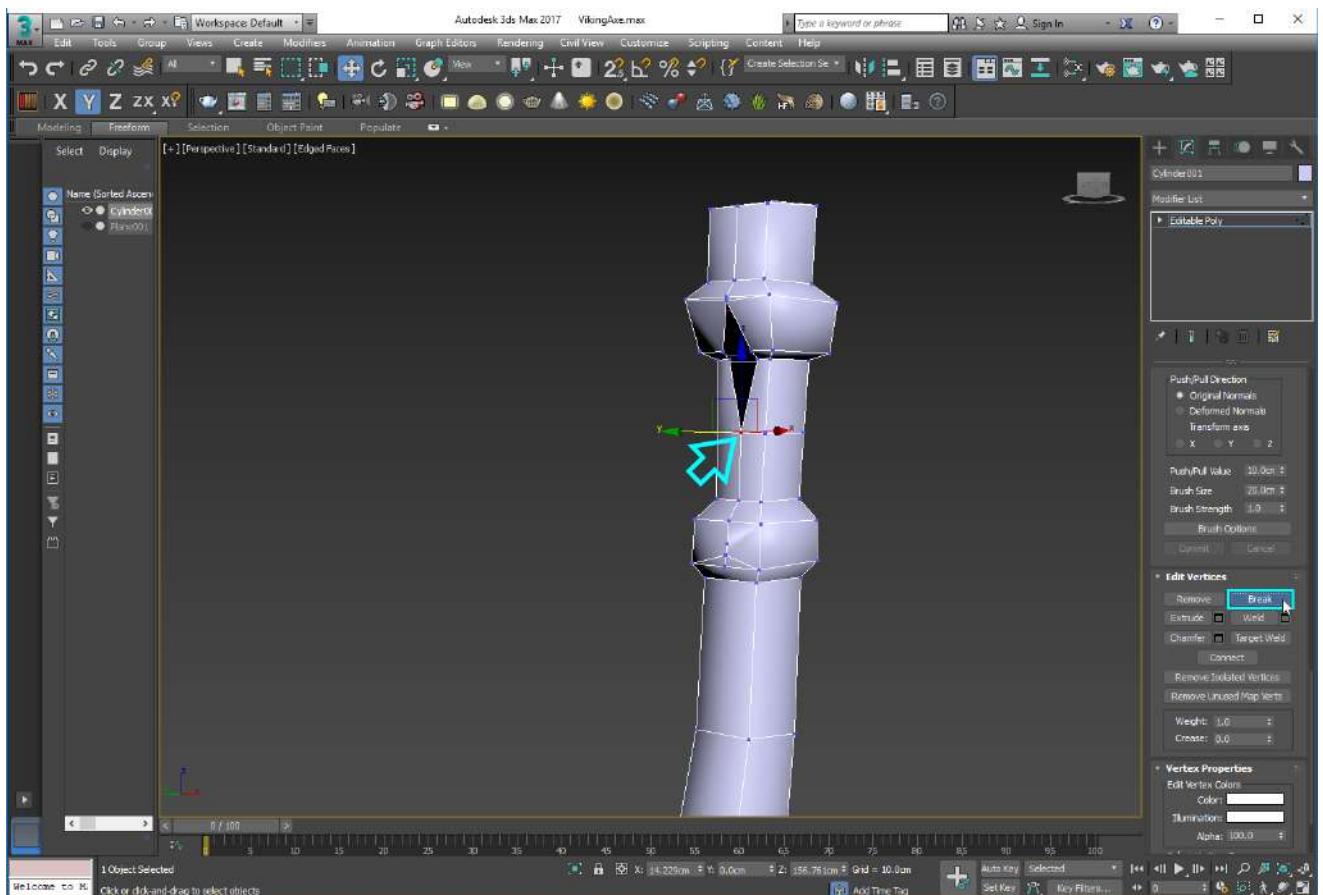
## Repeat same step, select vertex and click "break"



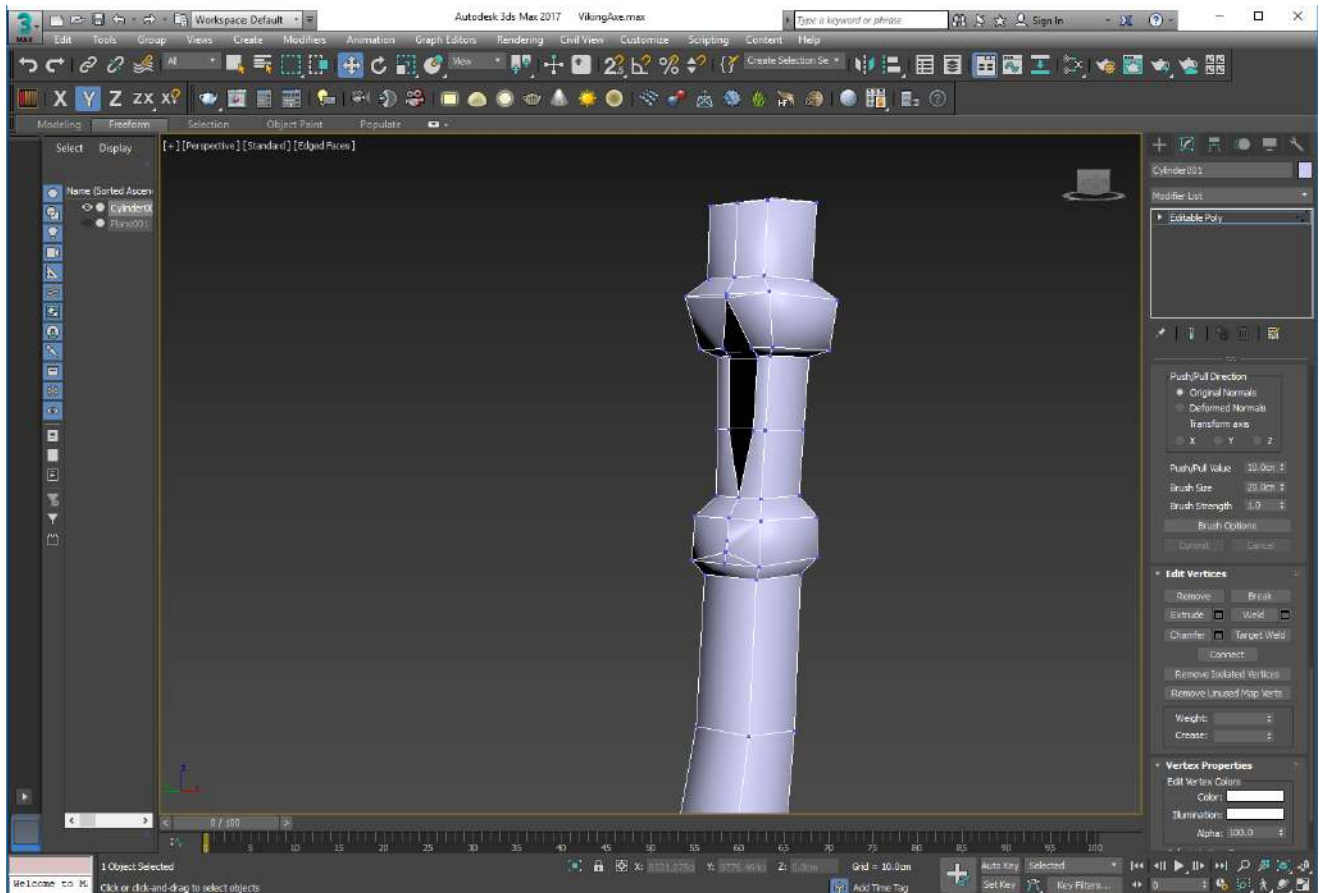
## Adjust the vertex



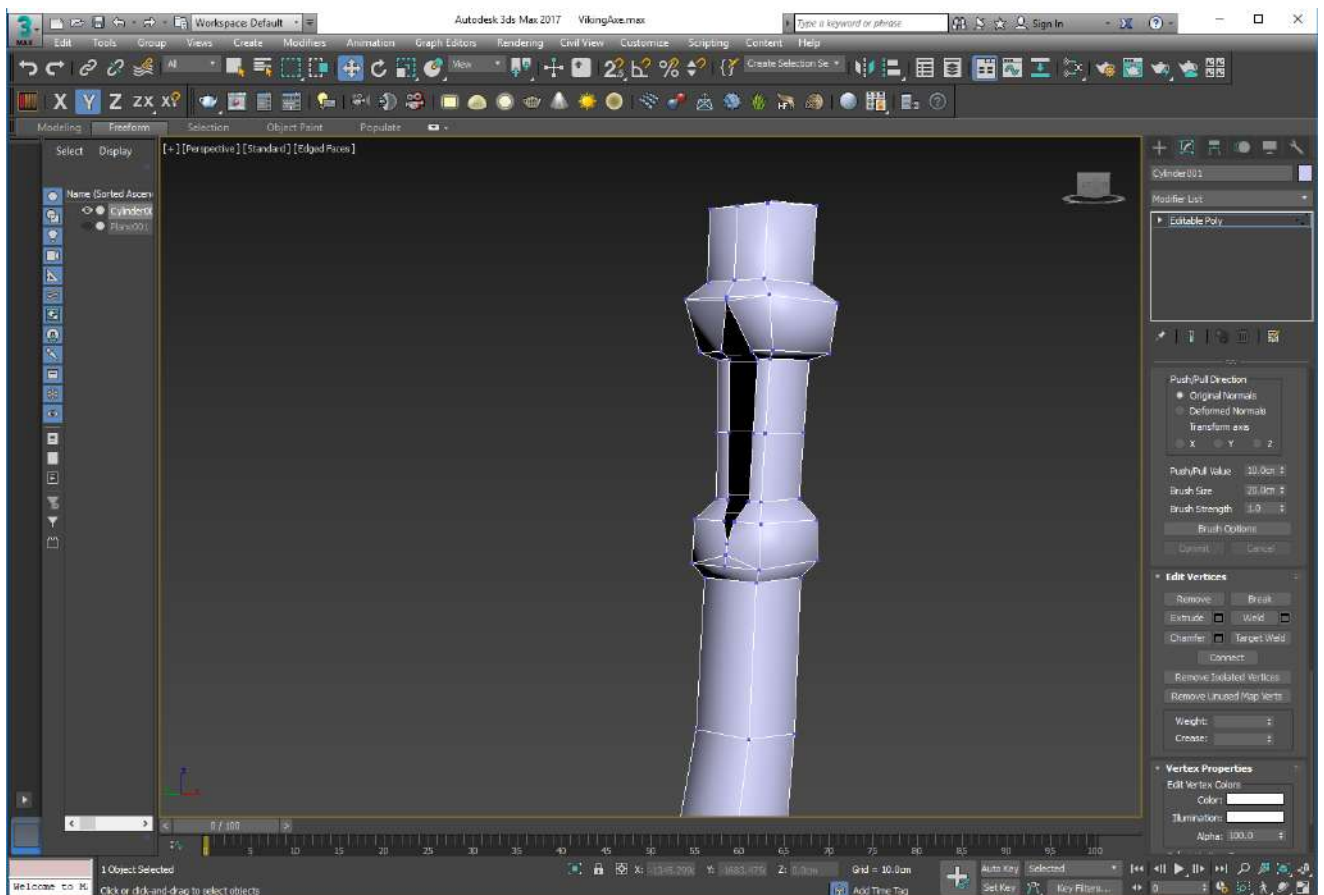
Repeat same step, select vertex and click "break"



## Adjust the vertex

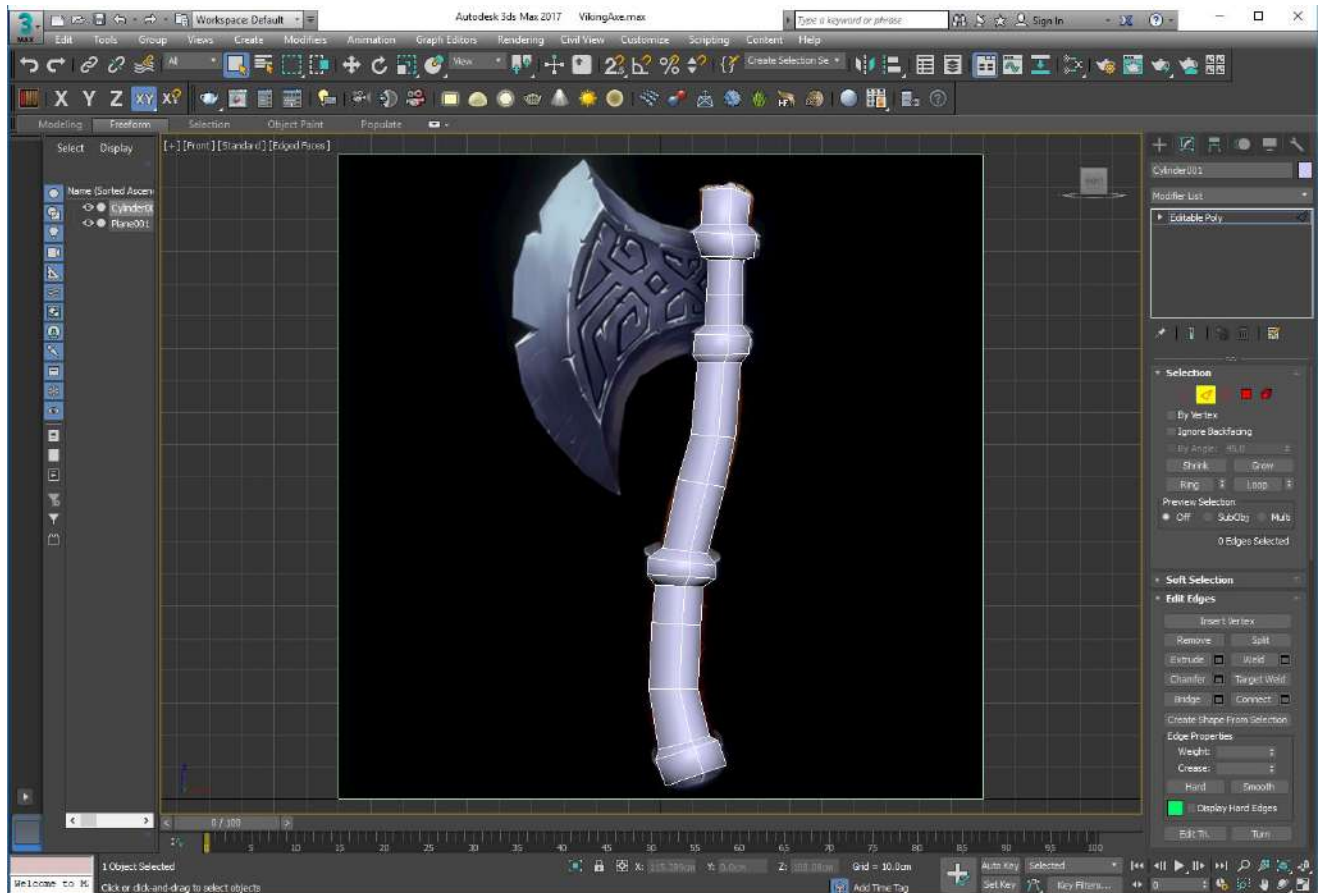


Repeat the same step, until like this:

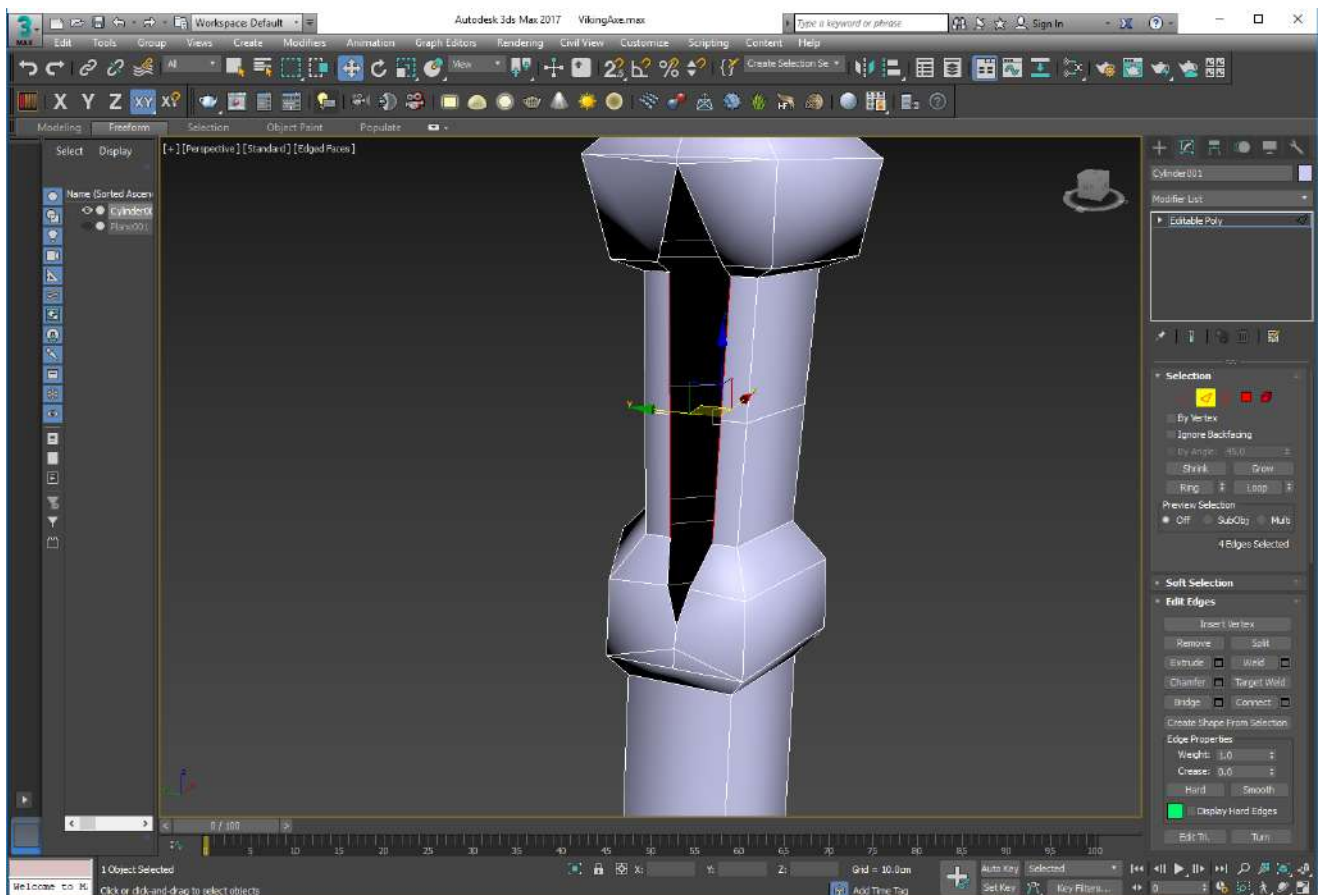




## Unhide the plane

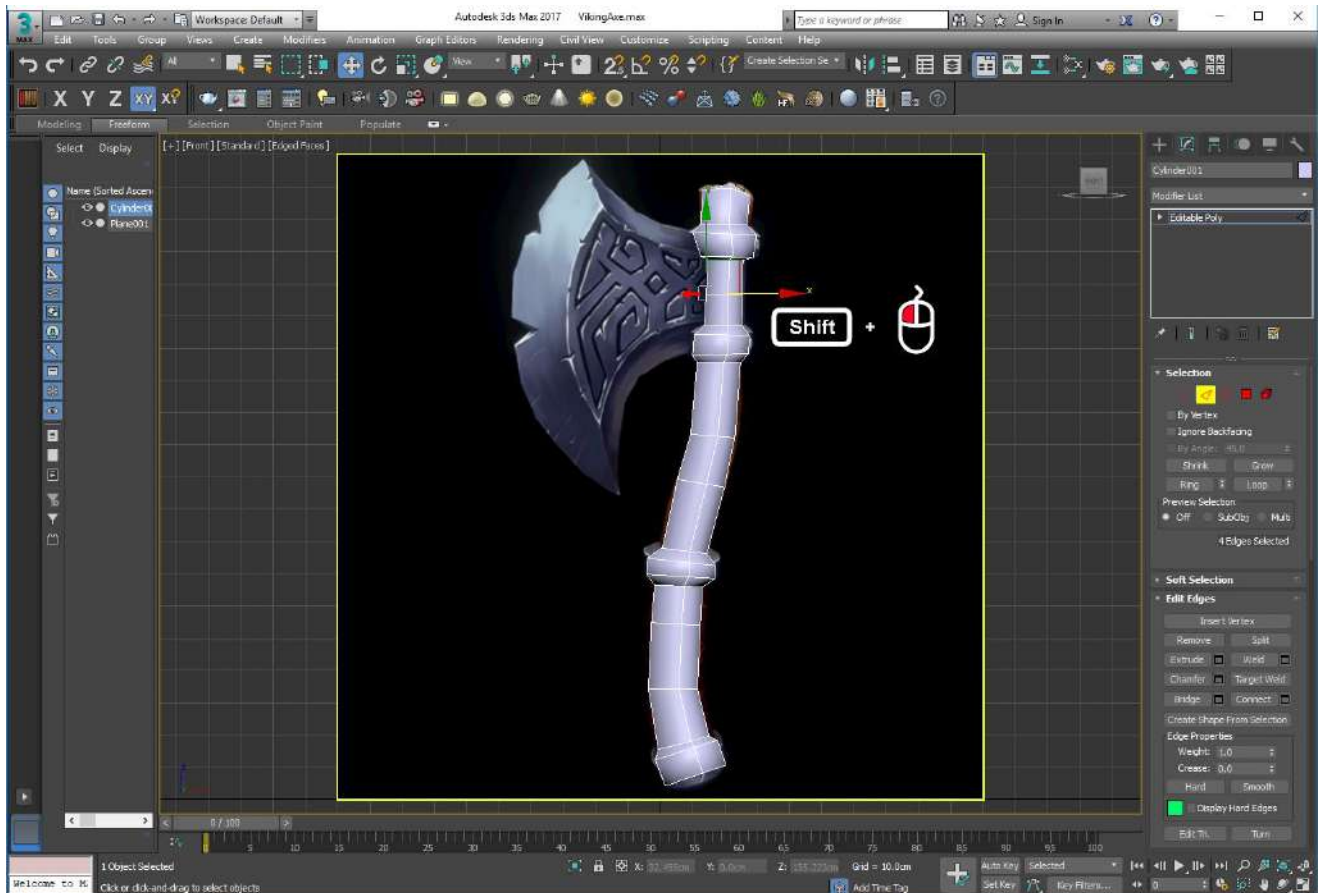


## Click "Edges" and select edges

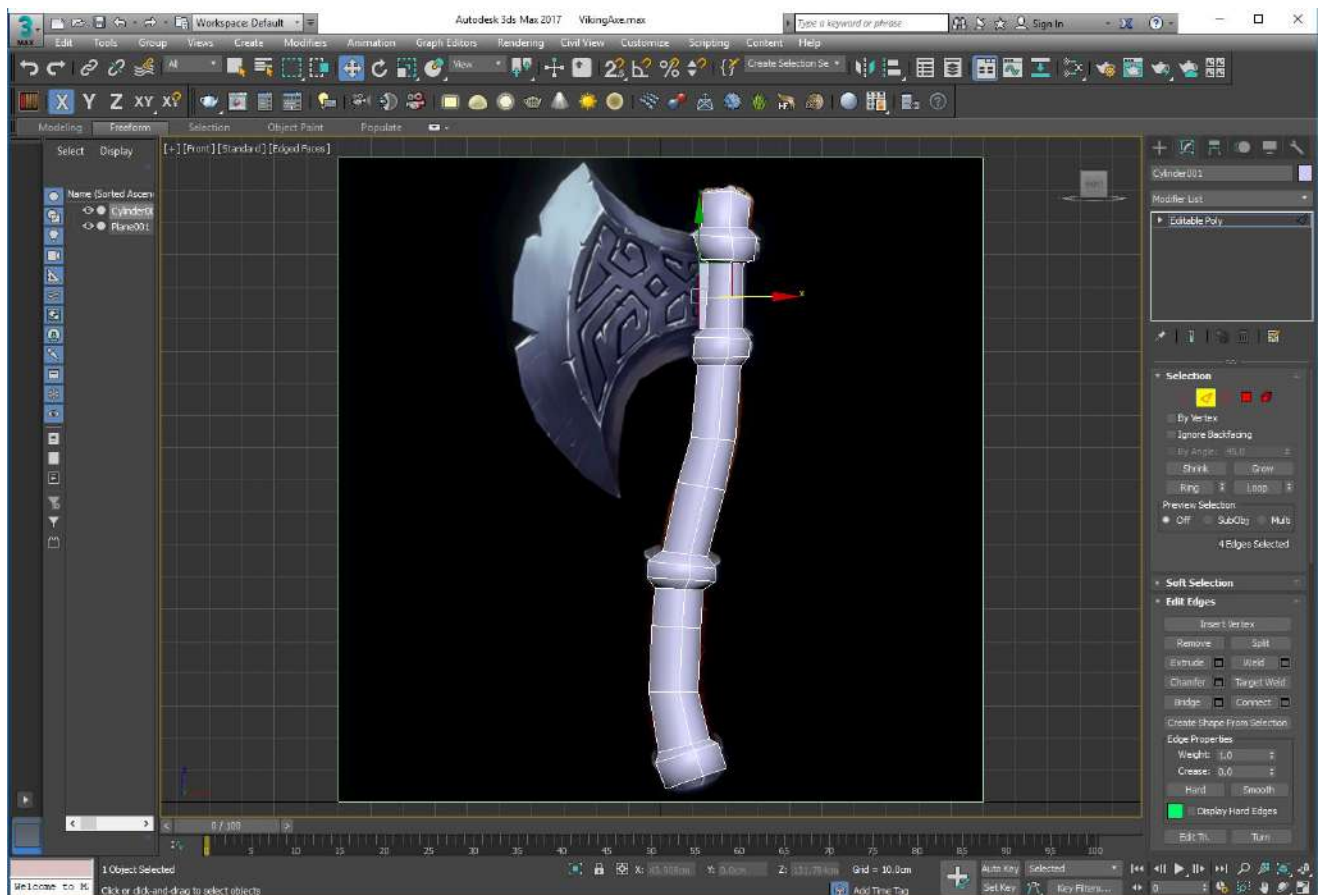




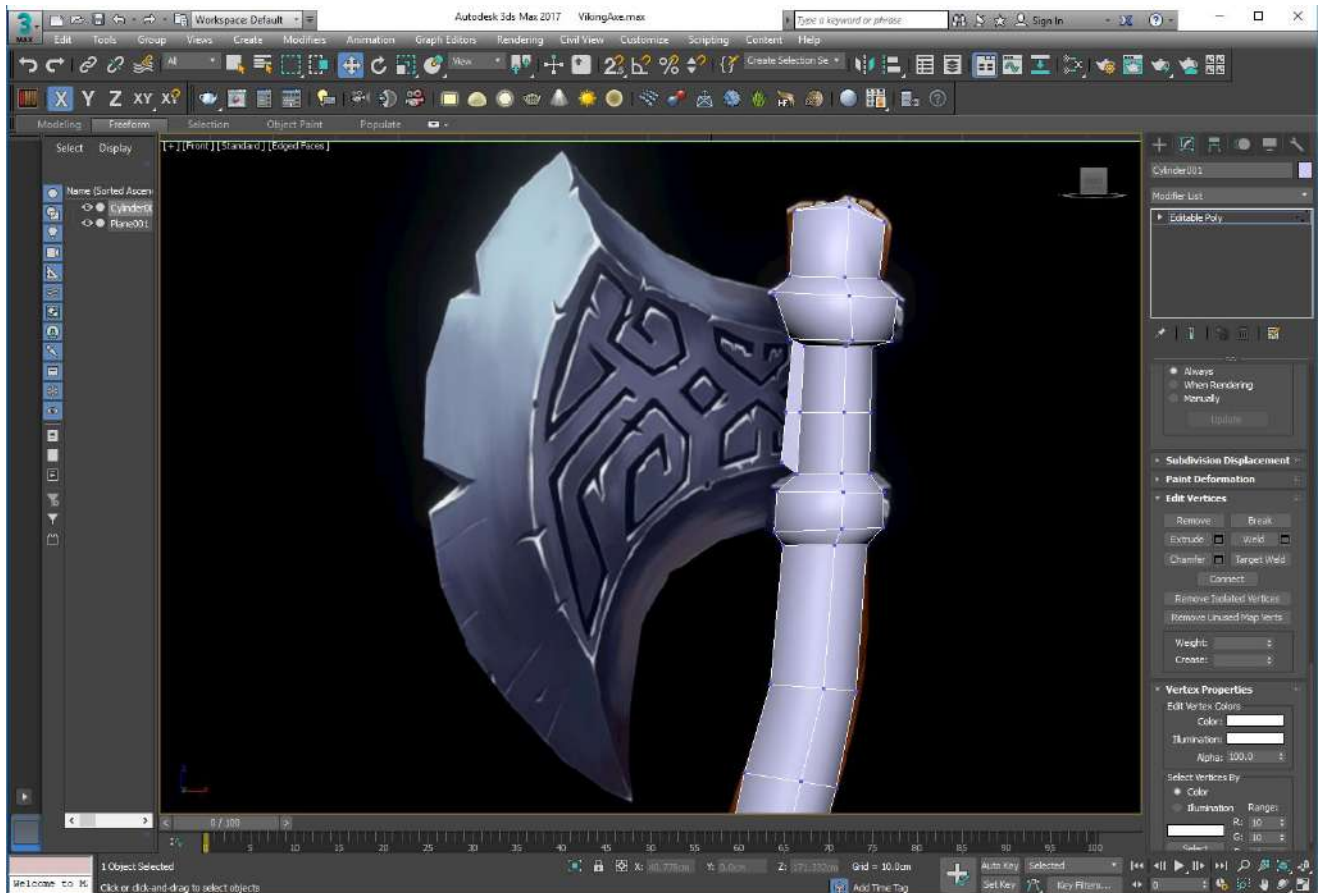
Hold shift and drag the edges for create axe blade



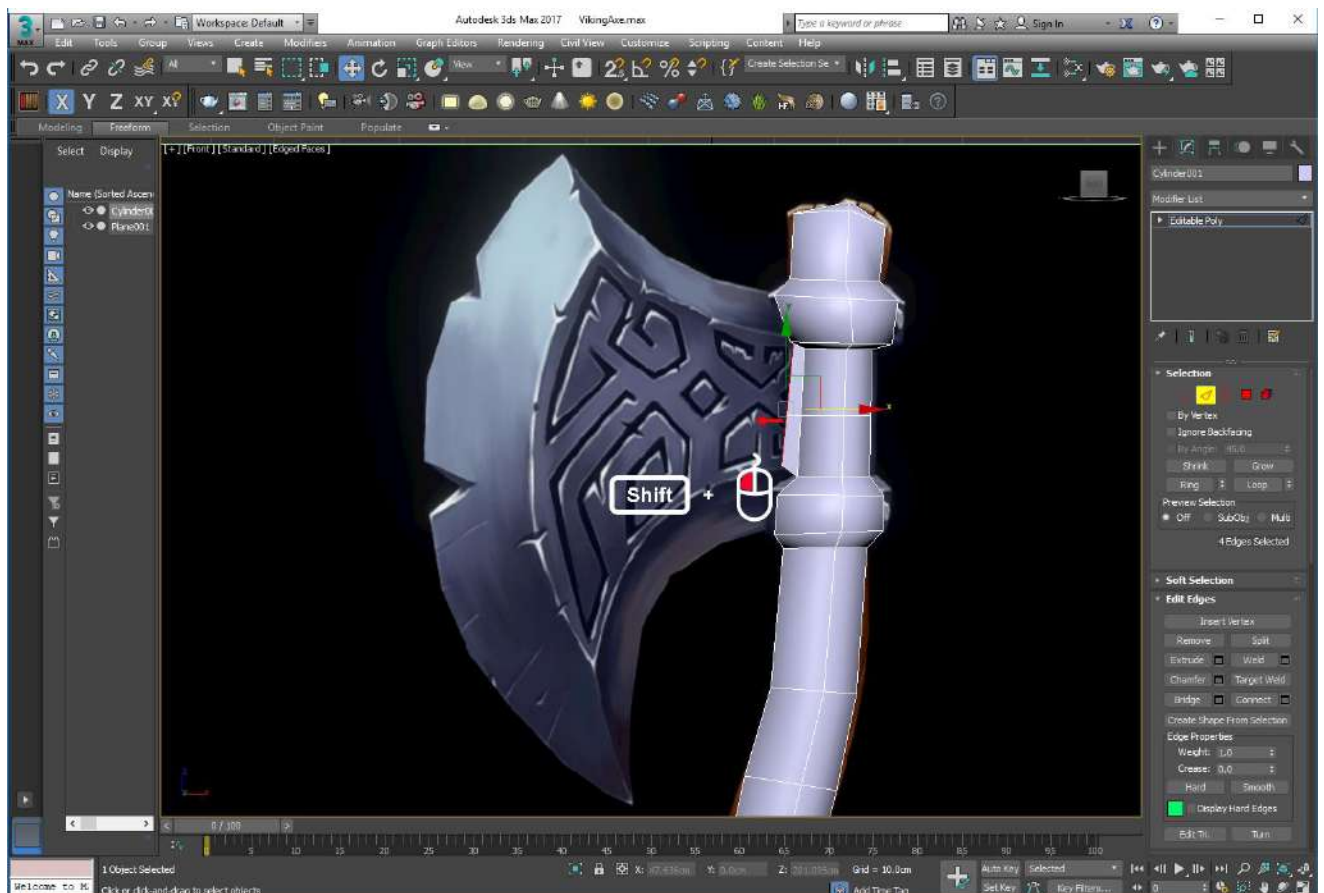
Adjust the edges



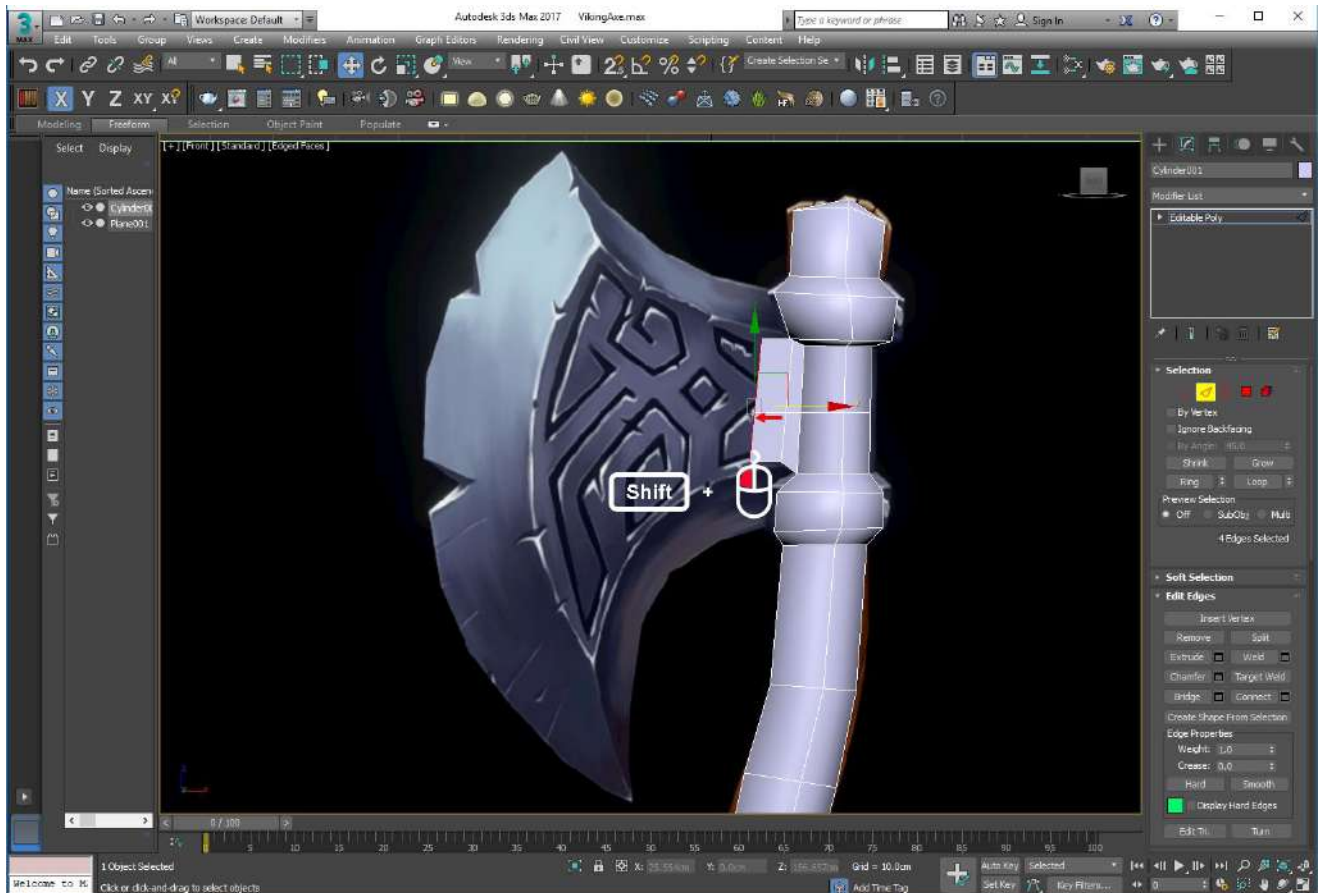
## Adjust vertex



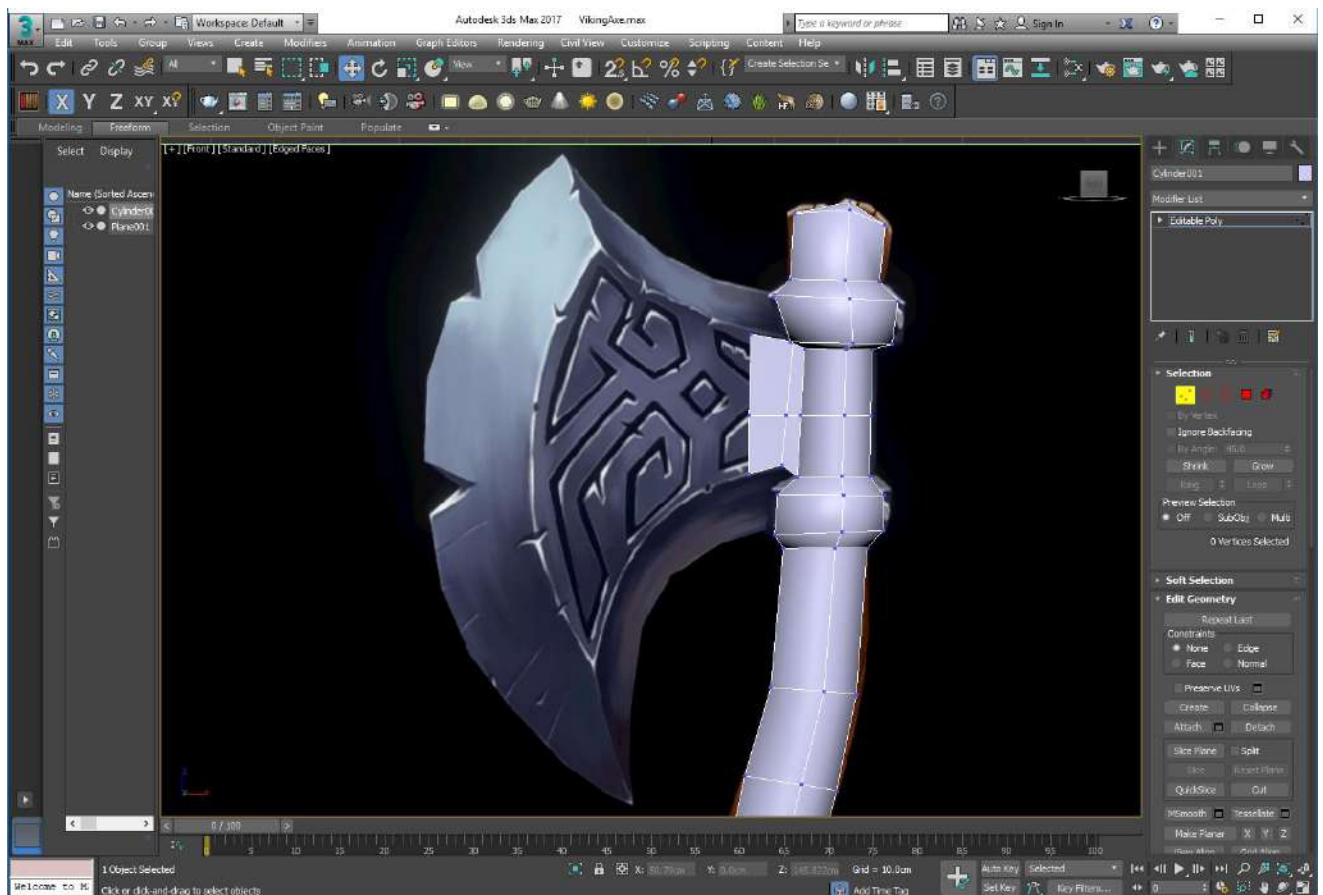
Repeat same step again, select edges, hold shift and drag to left



Hold shift and drag the edges

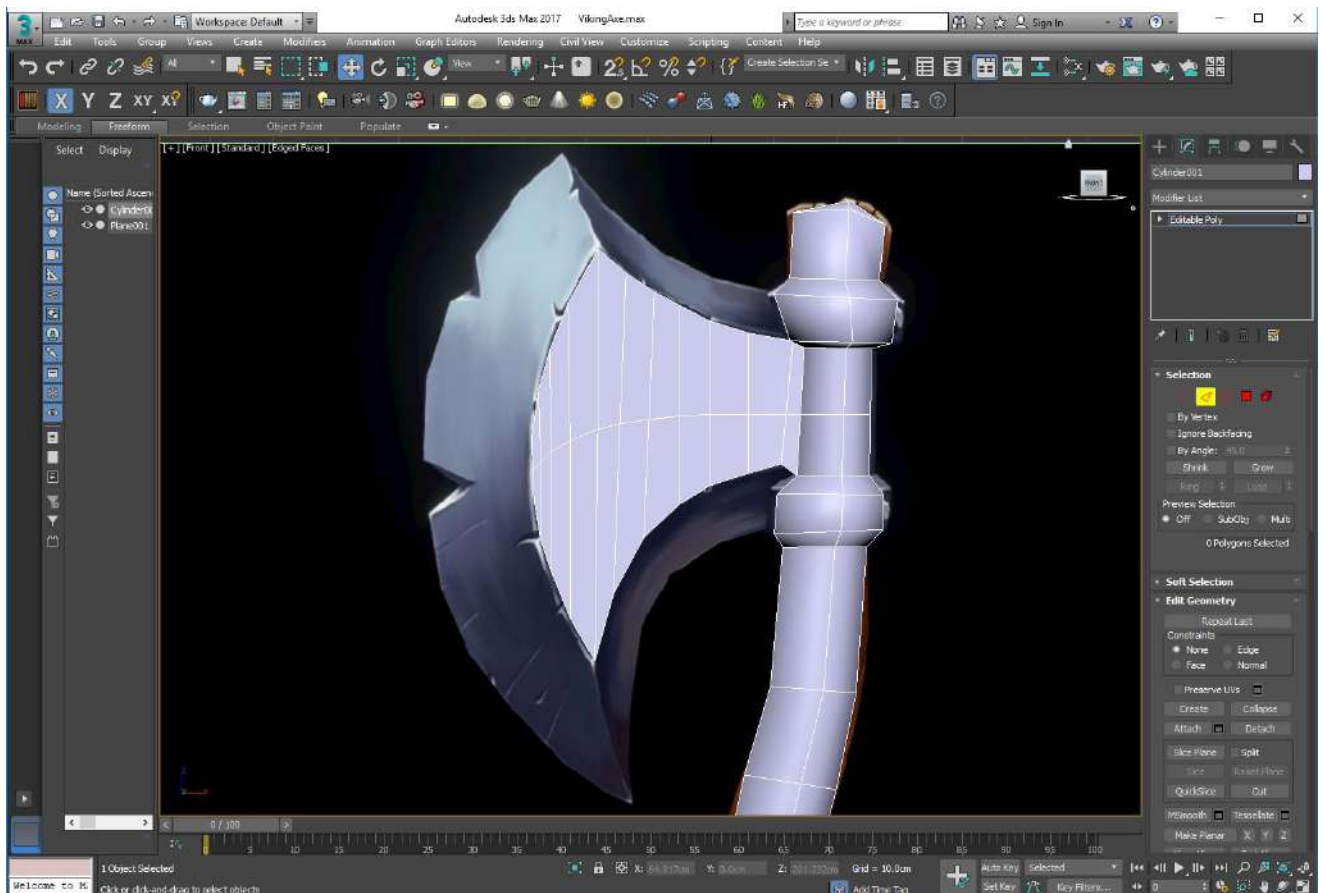


Adjust the vertex

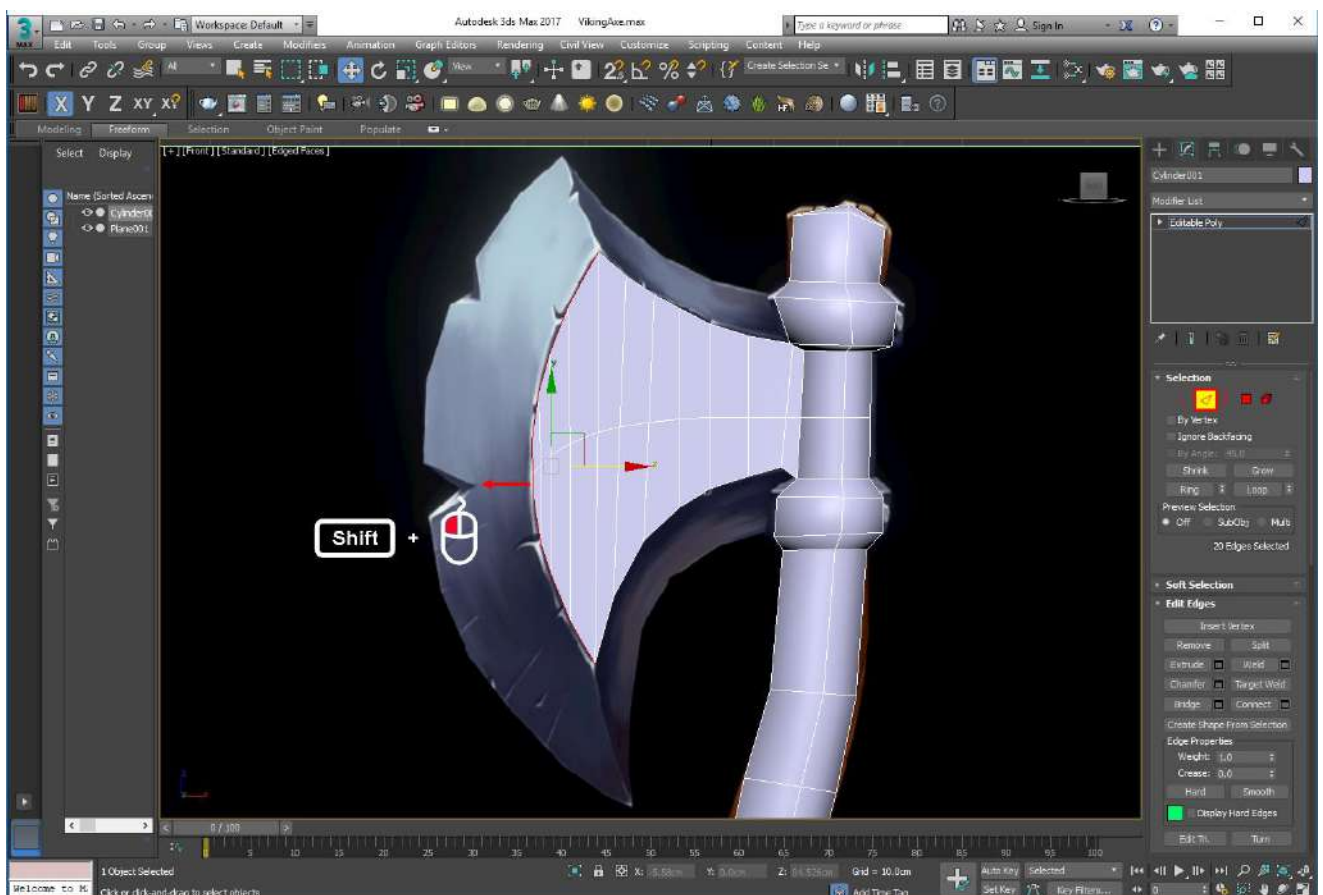




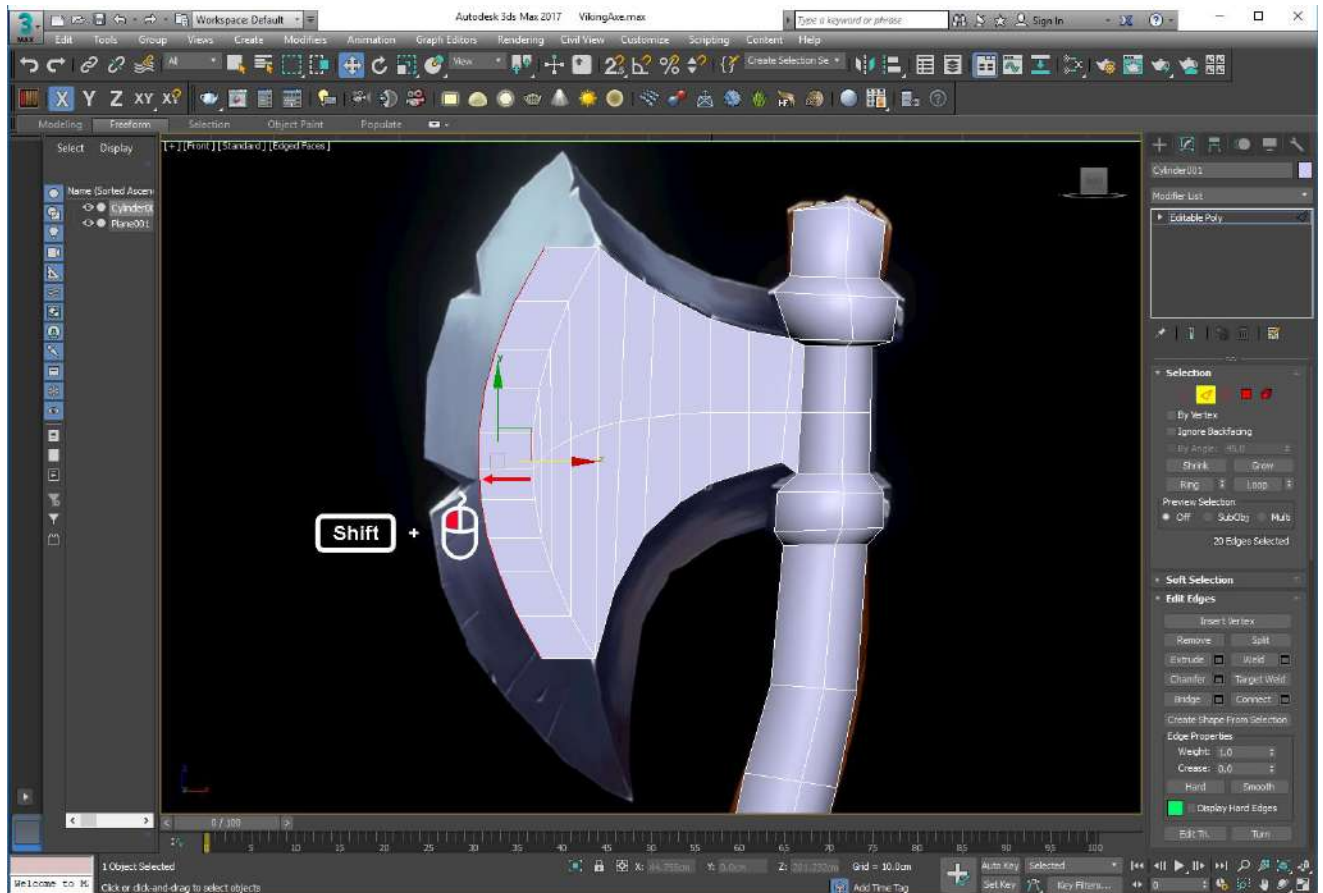
Repeat same step until complete the axe blade



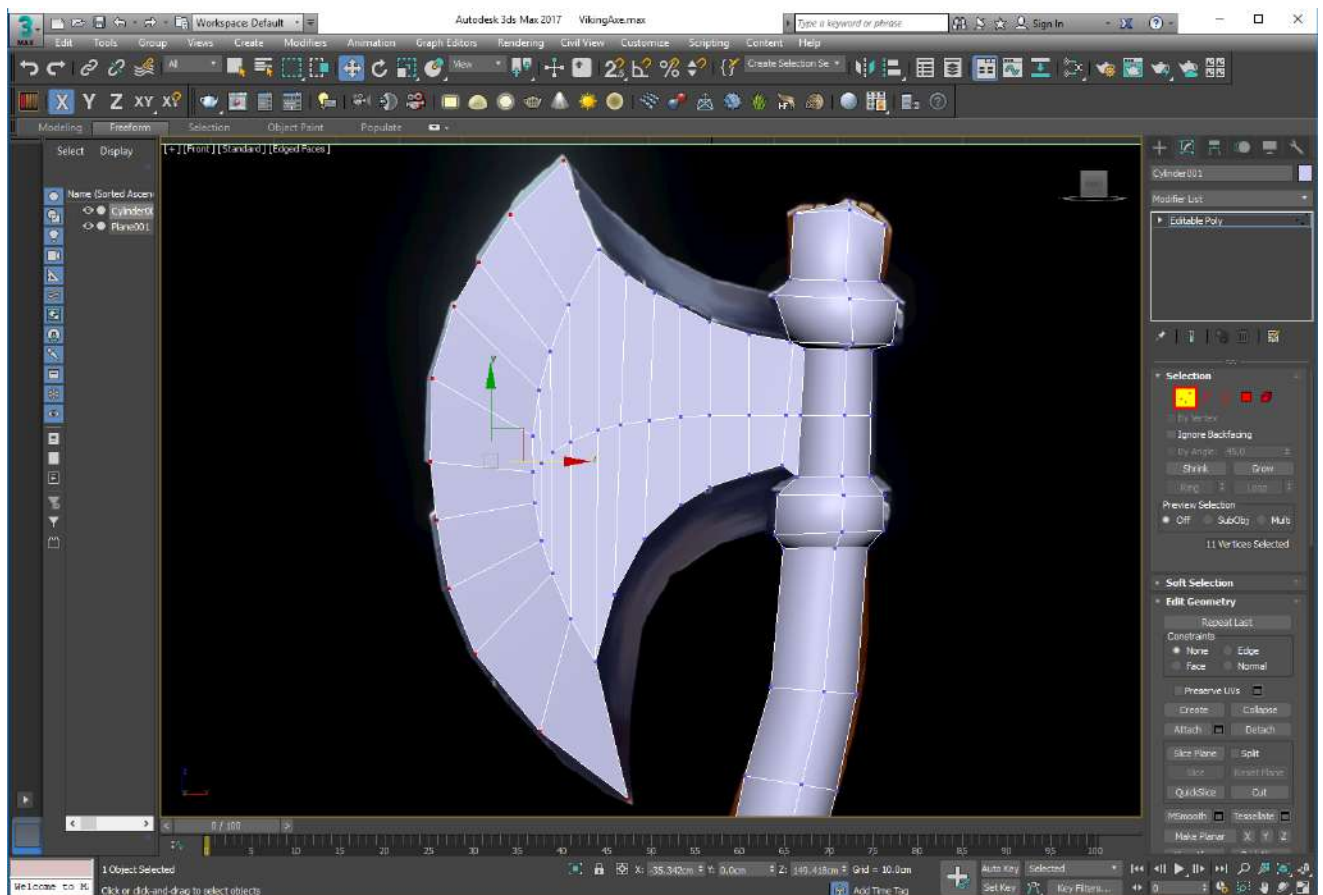
Select the edges, hold shift and drag it to left



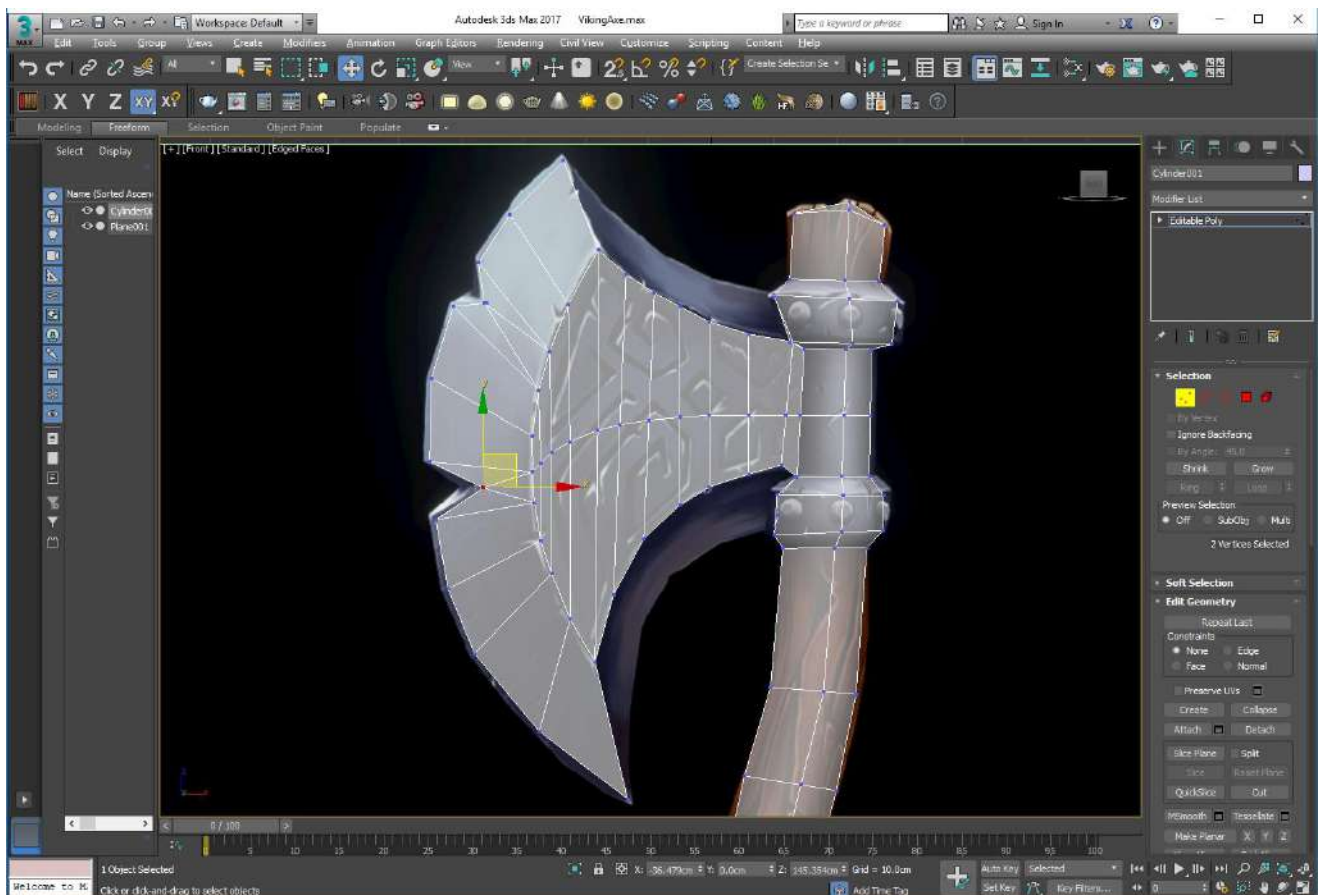
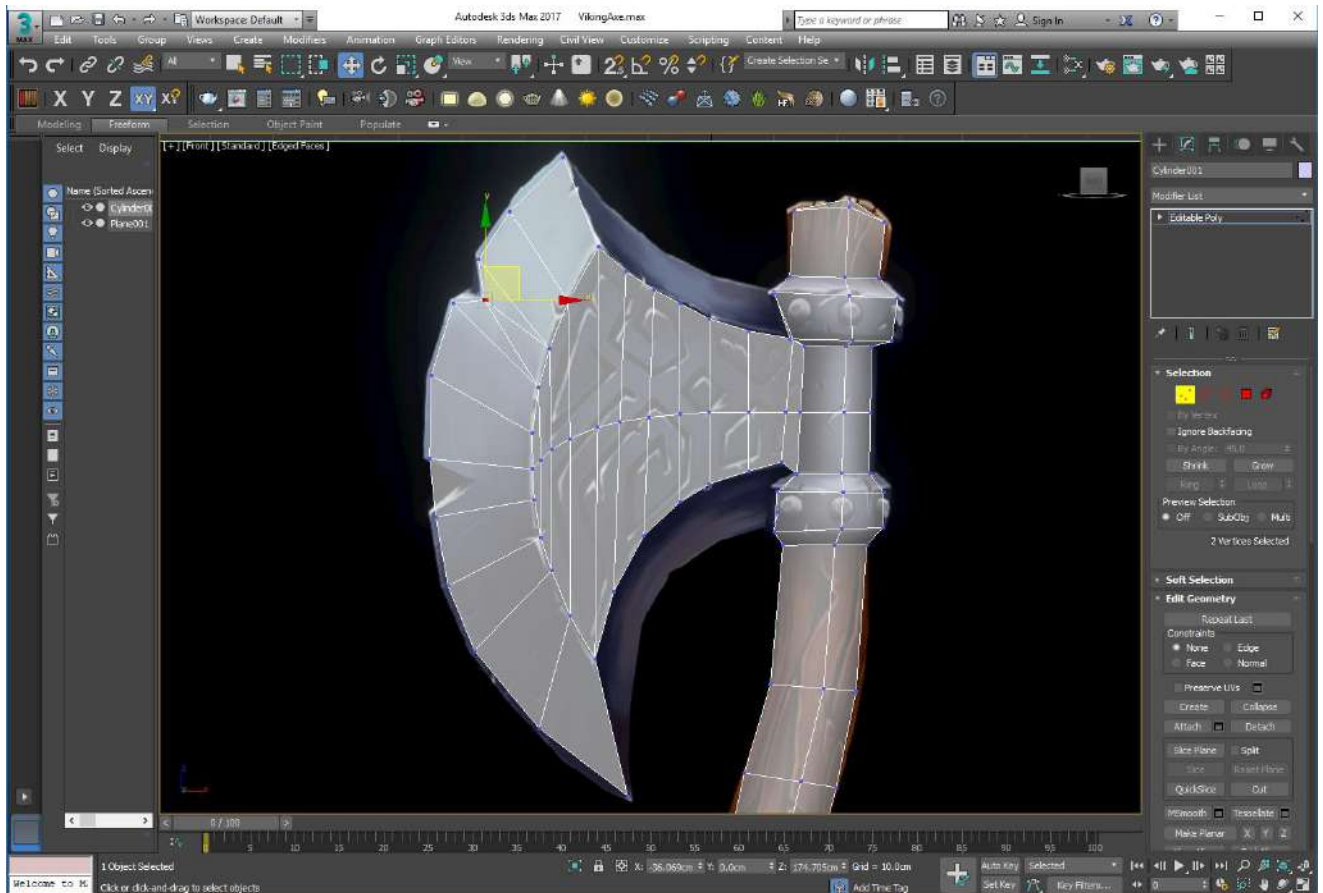
After drag it to left



Adjust the vertex for axe cutting-edge

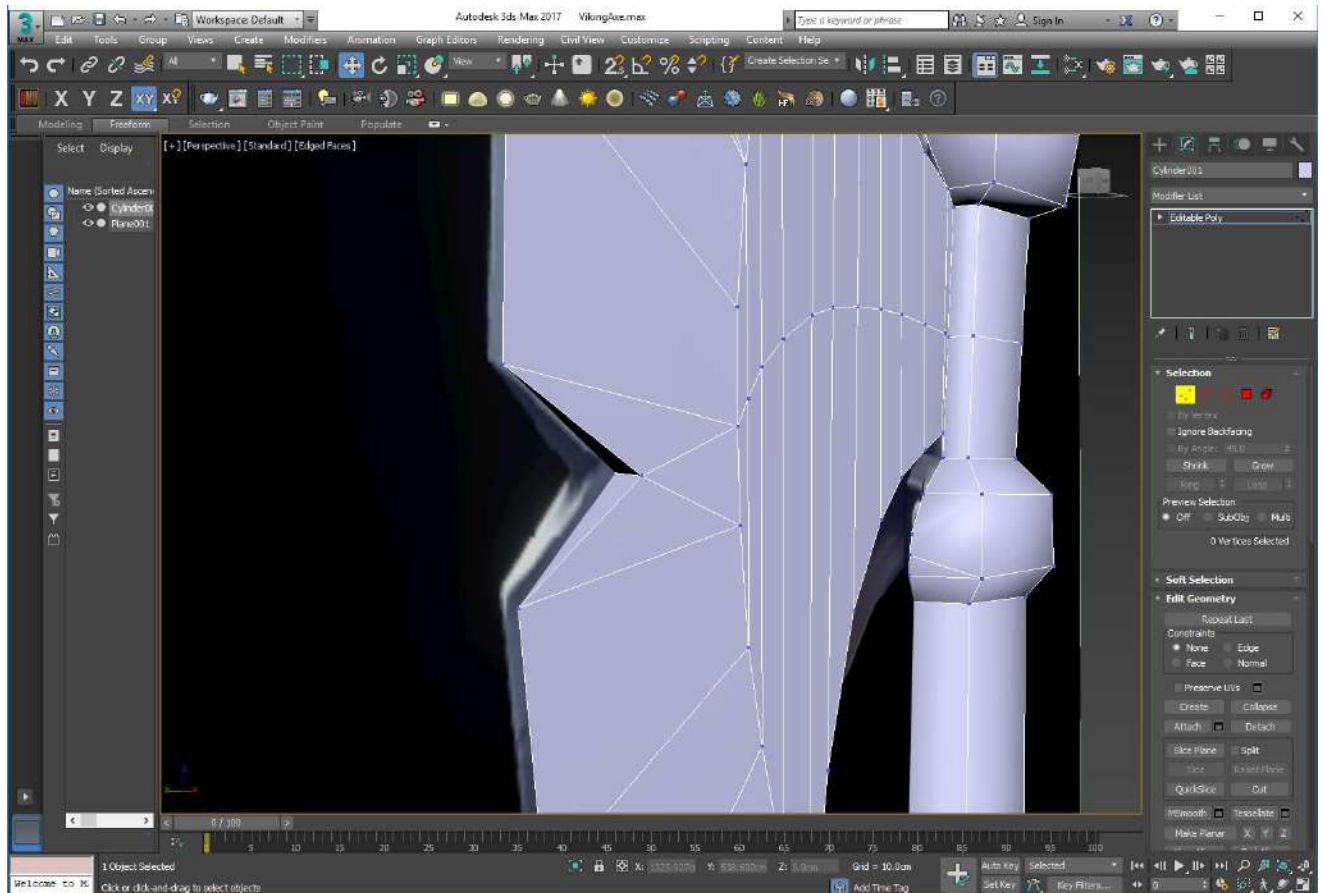


## Add vertex for blunt edges

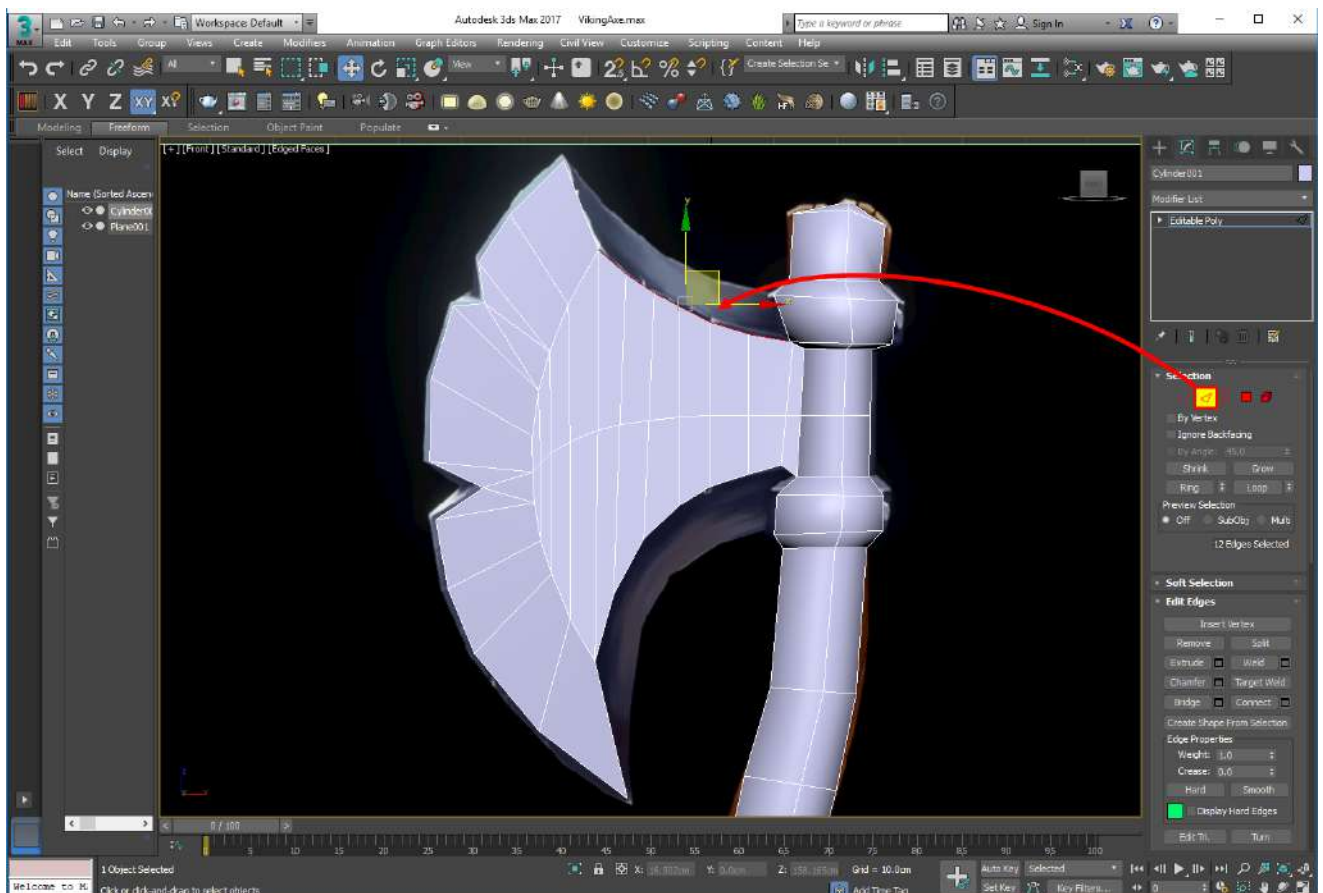




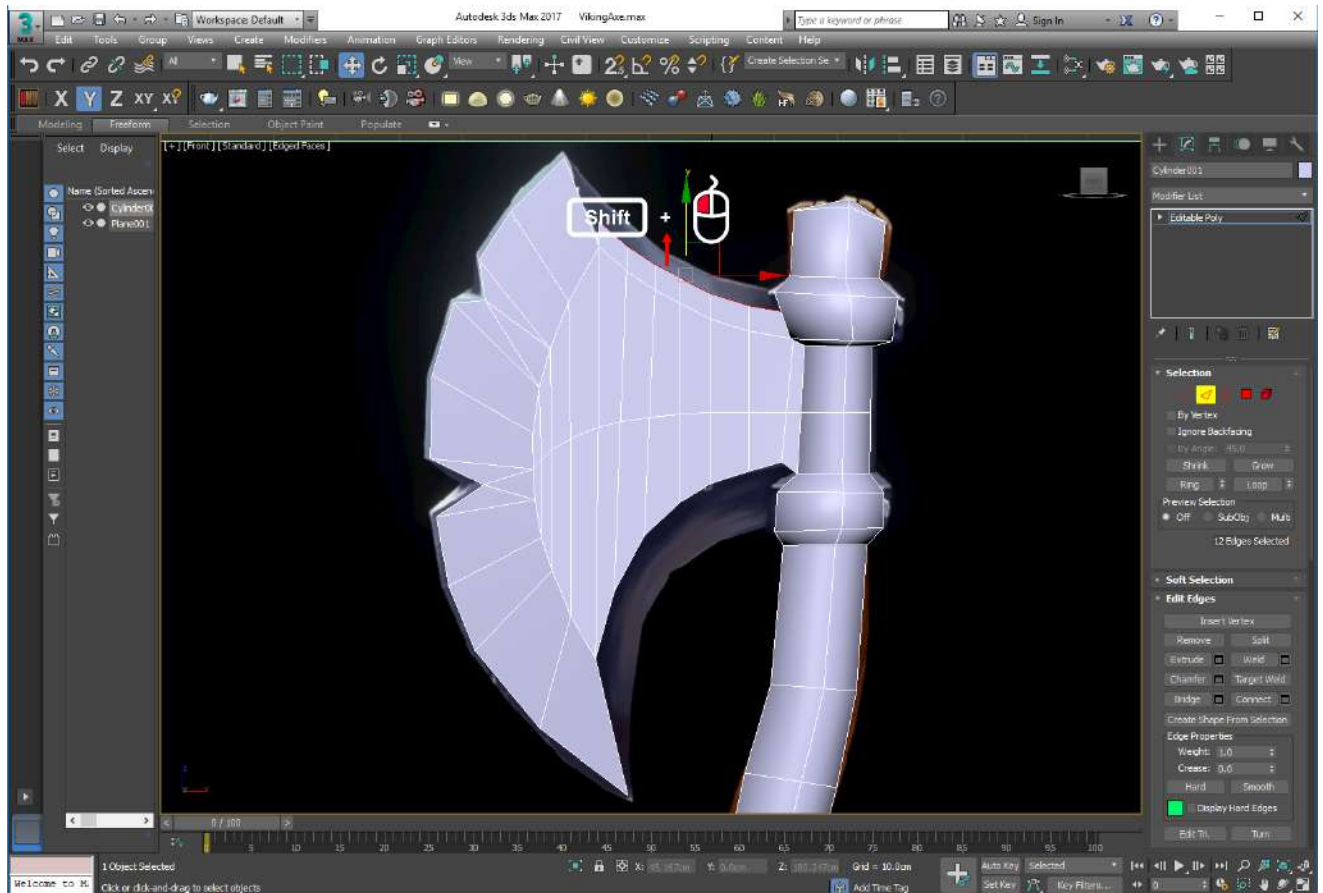
## After complete blunt edges



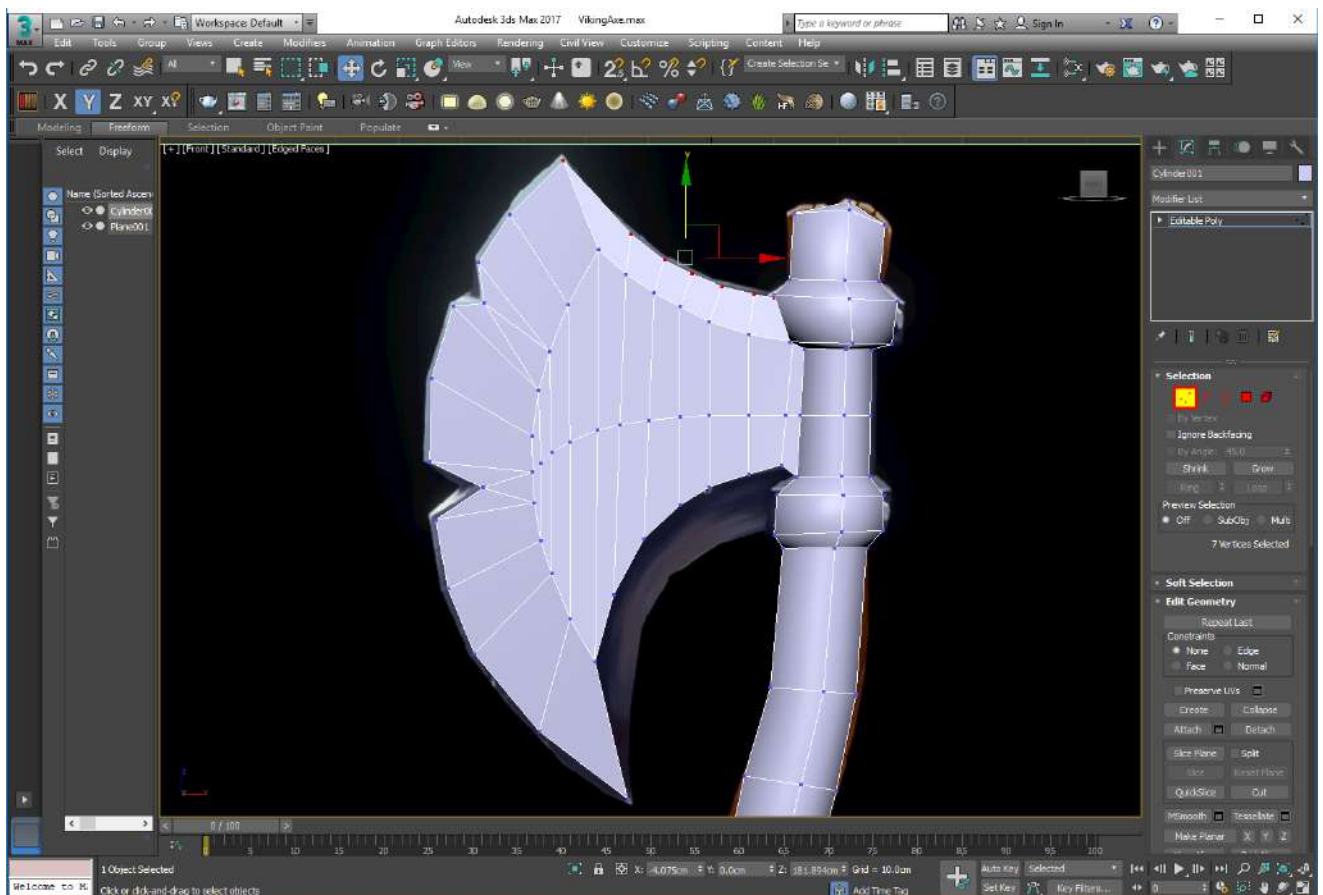
## Click edges and select the edges at here



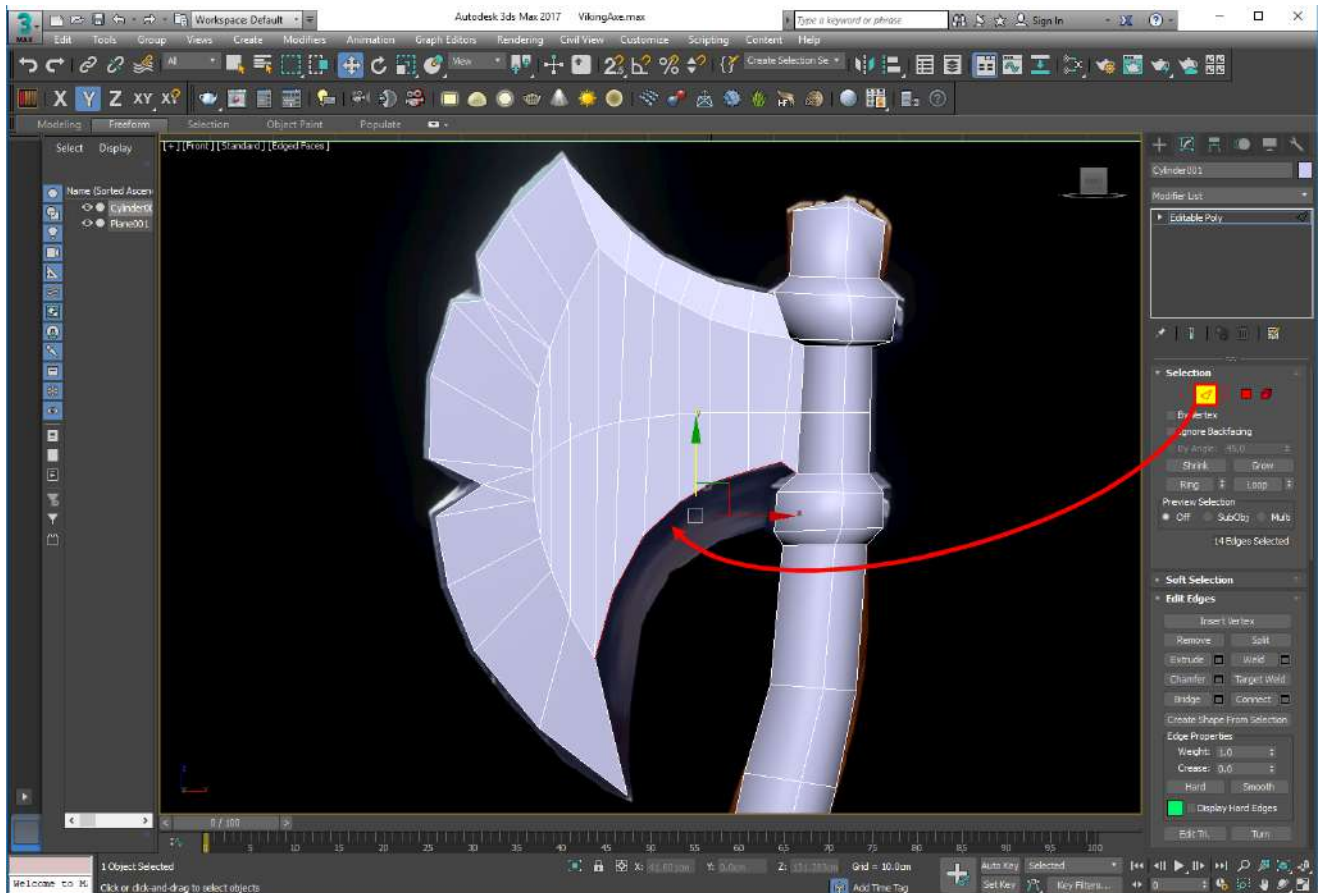
Hold shift and drag it up



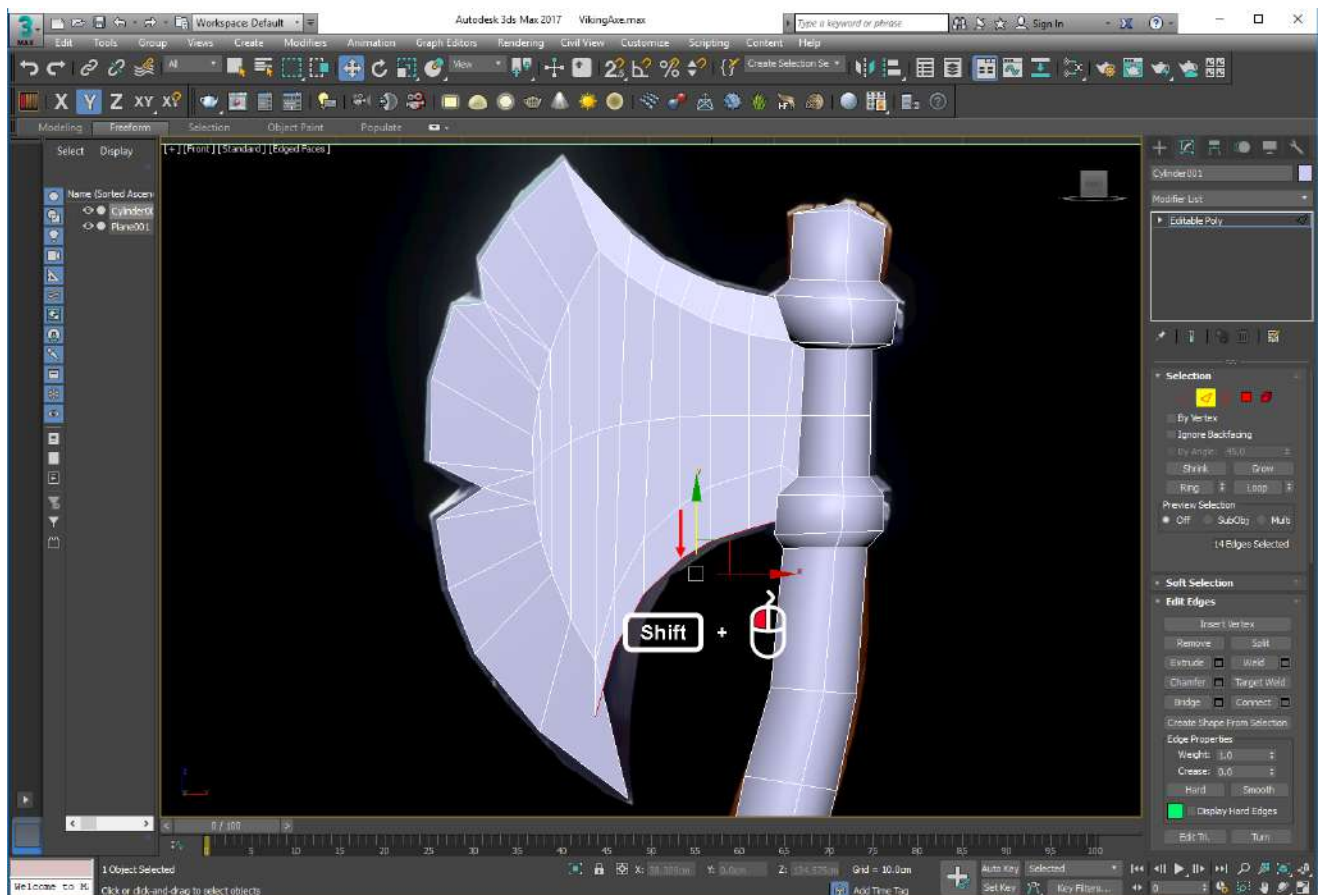
Adjust the vertex



Select edge at here:

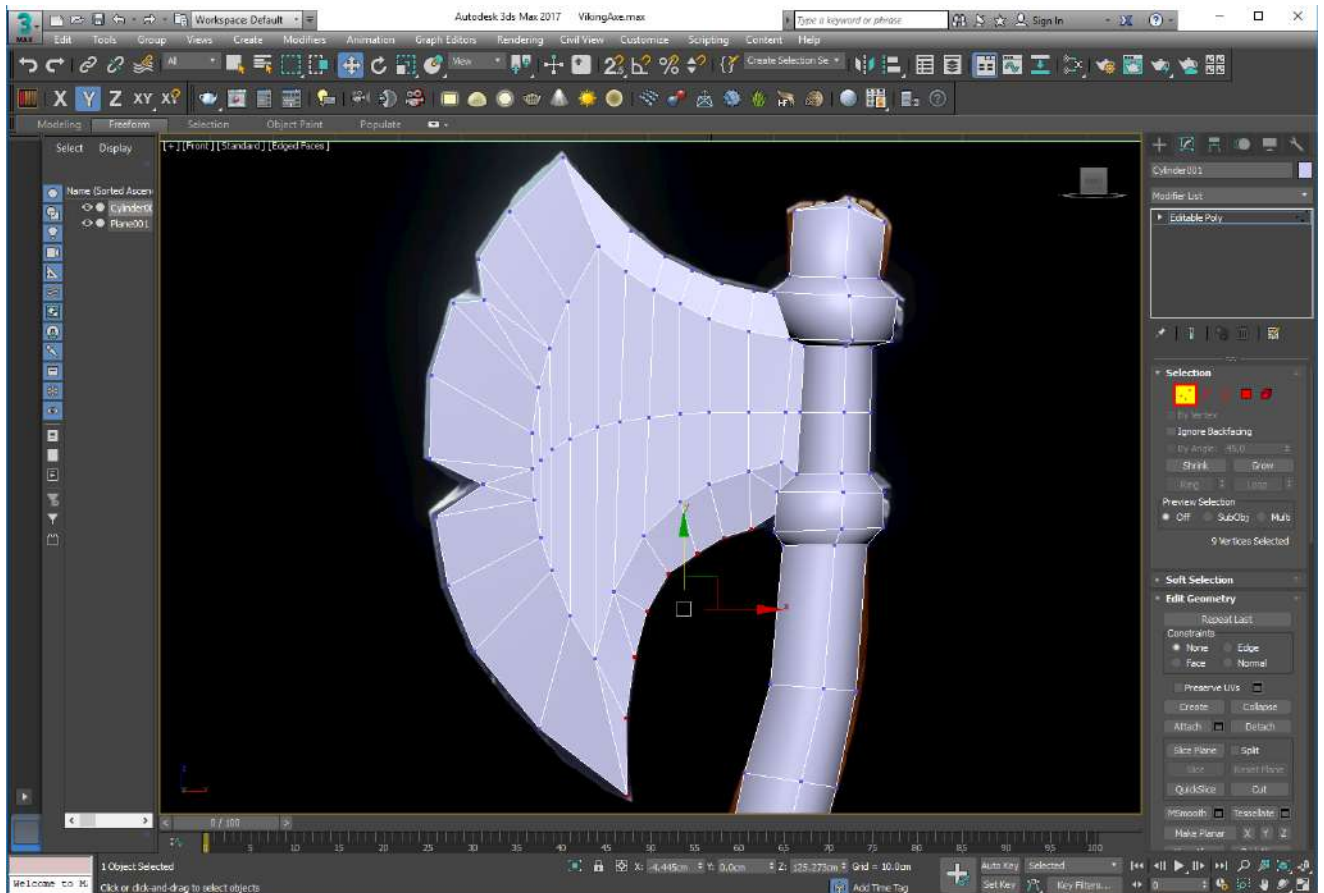


Hold shift and drag it down

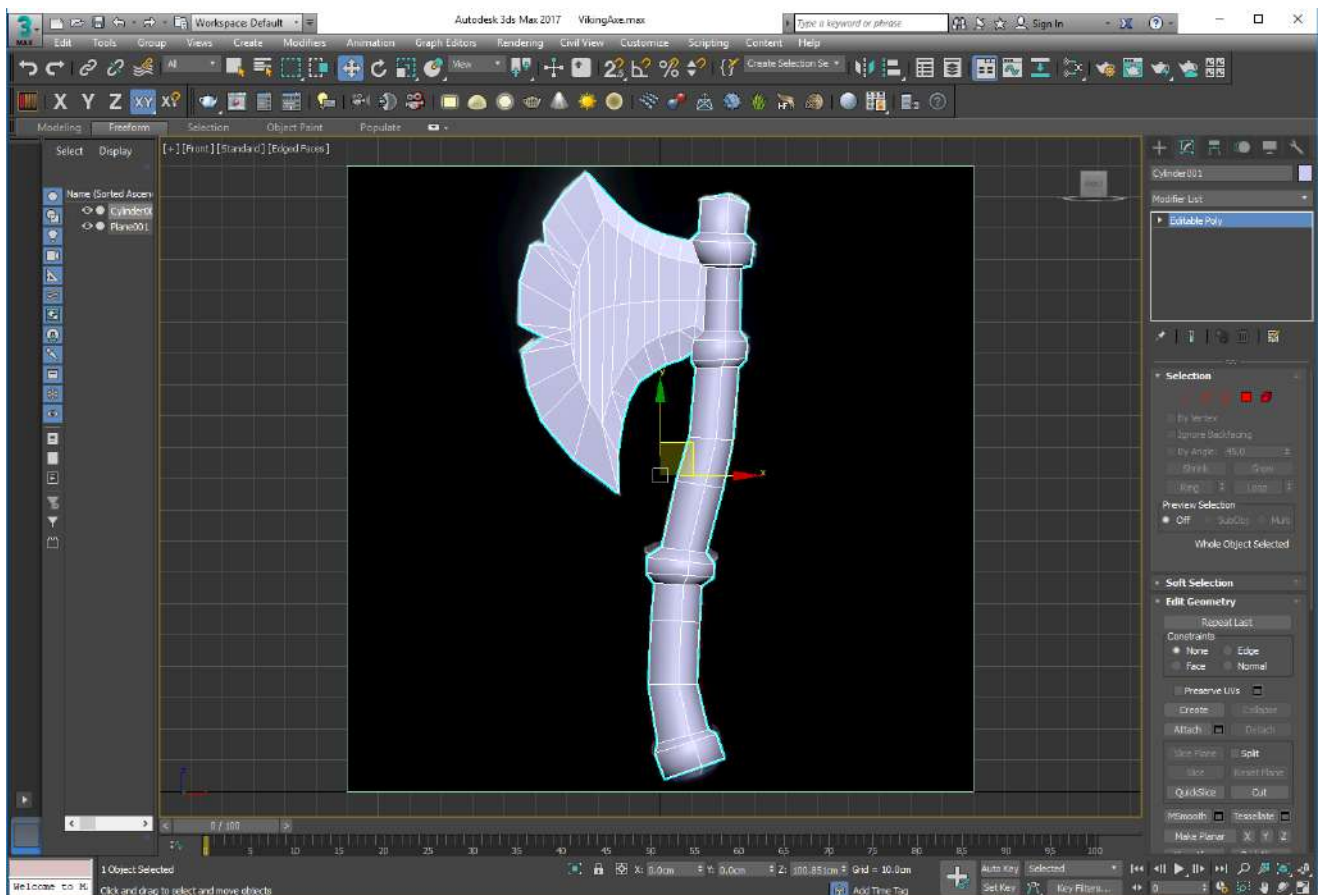




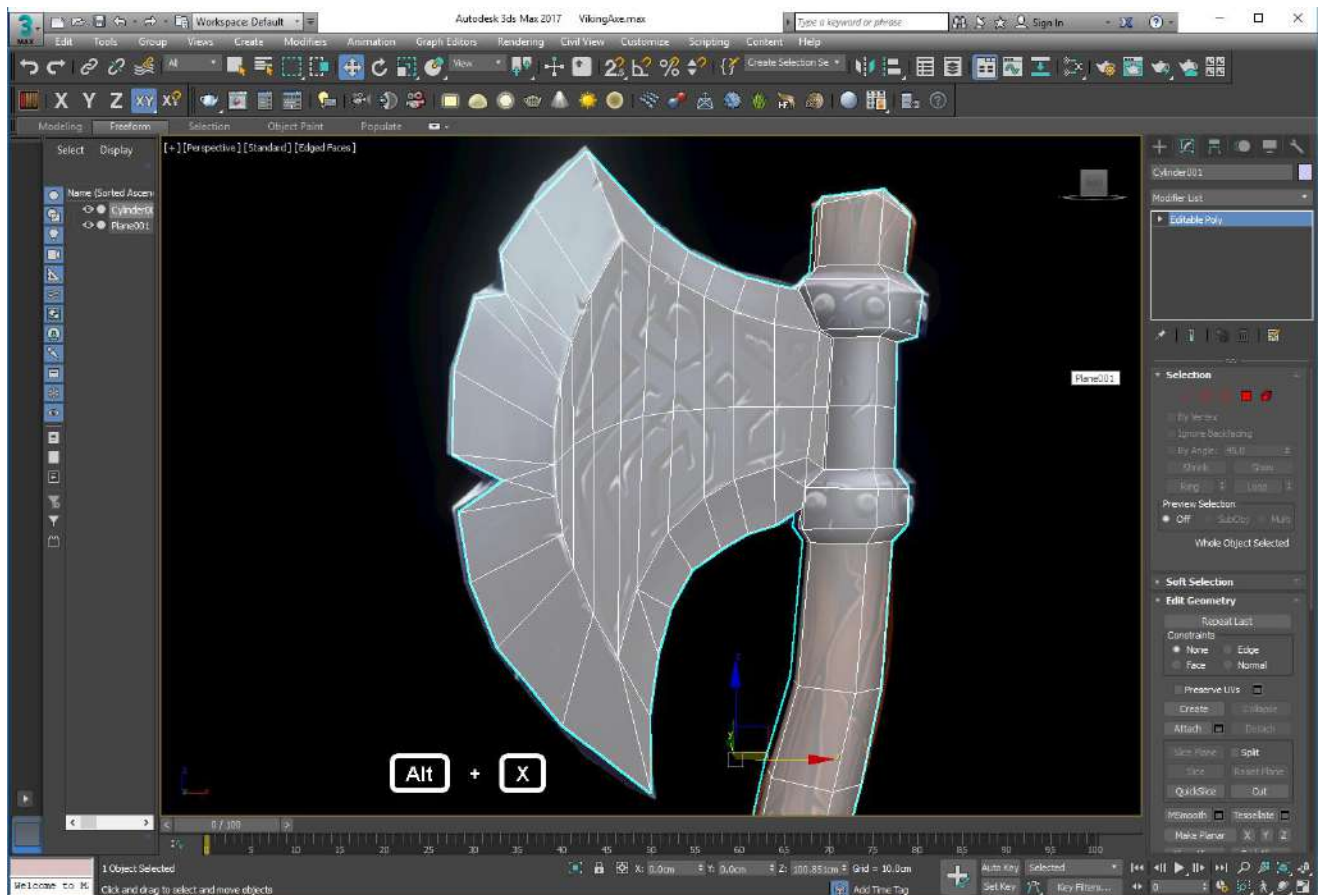
## Adjust the vertex



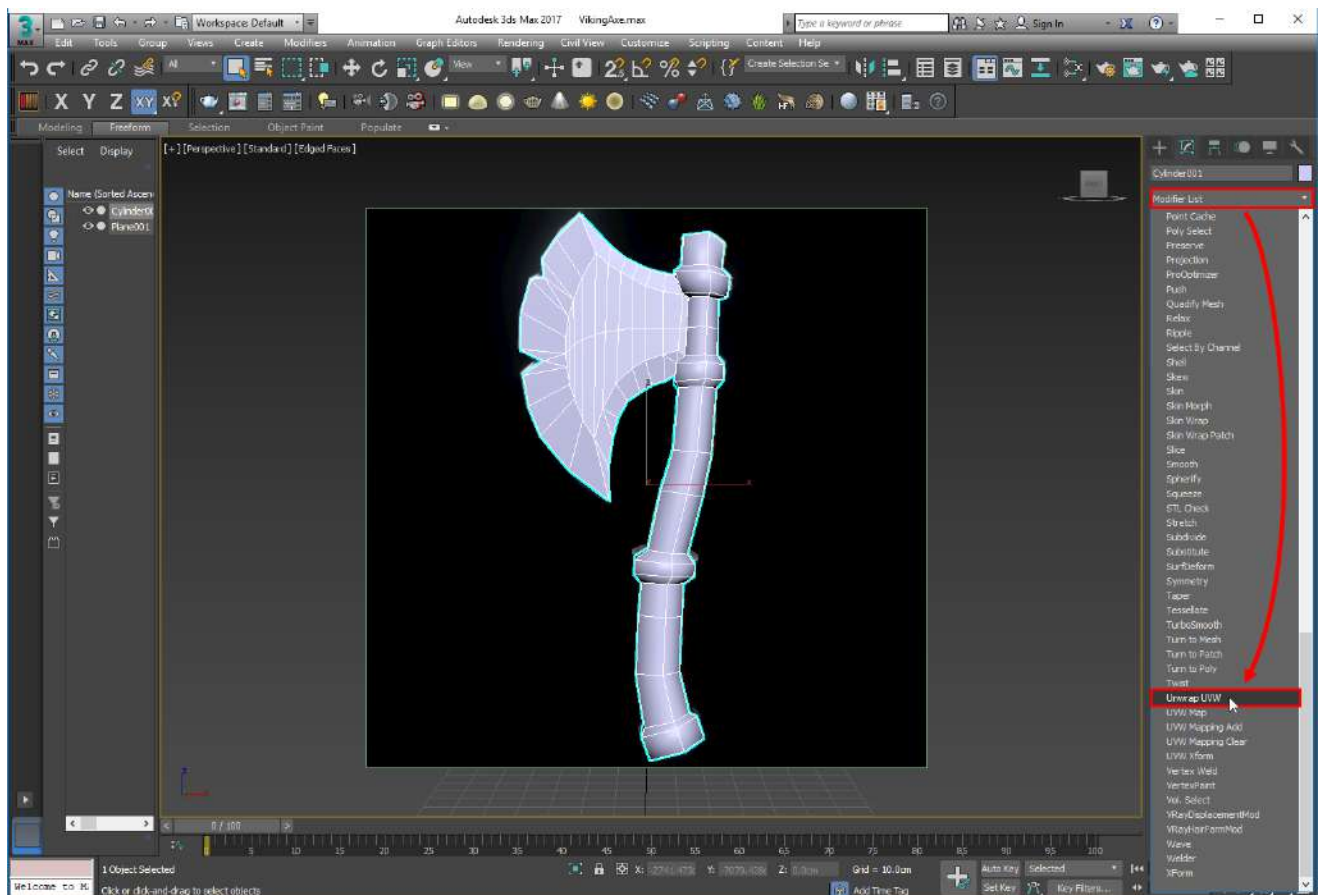
## Done, here is lowpoly axe



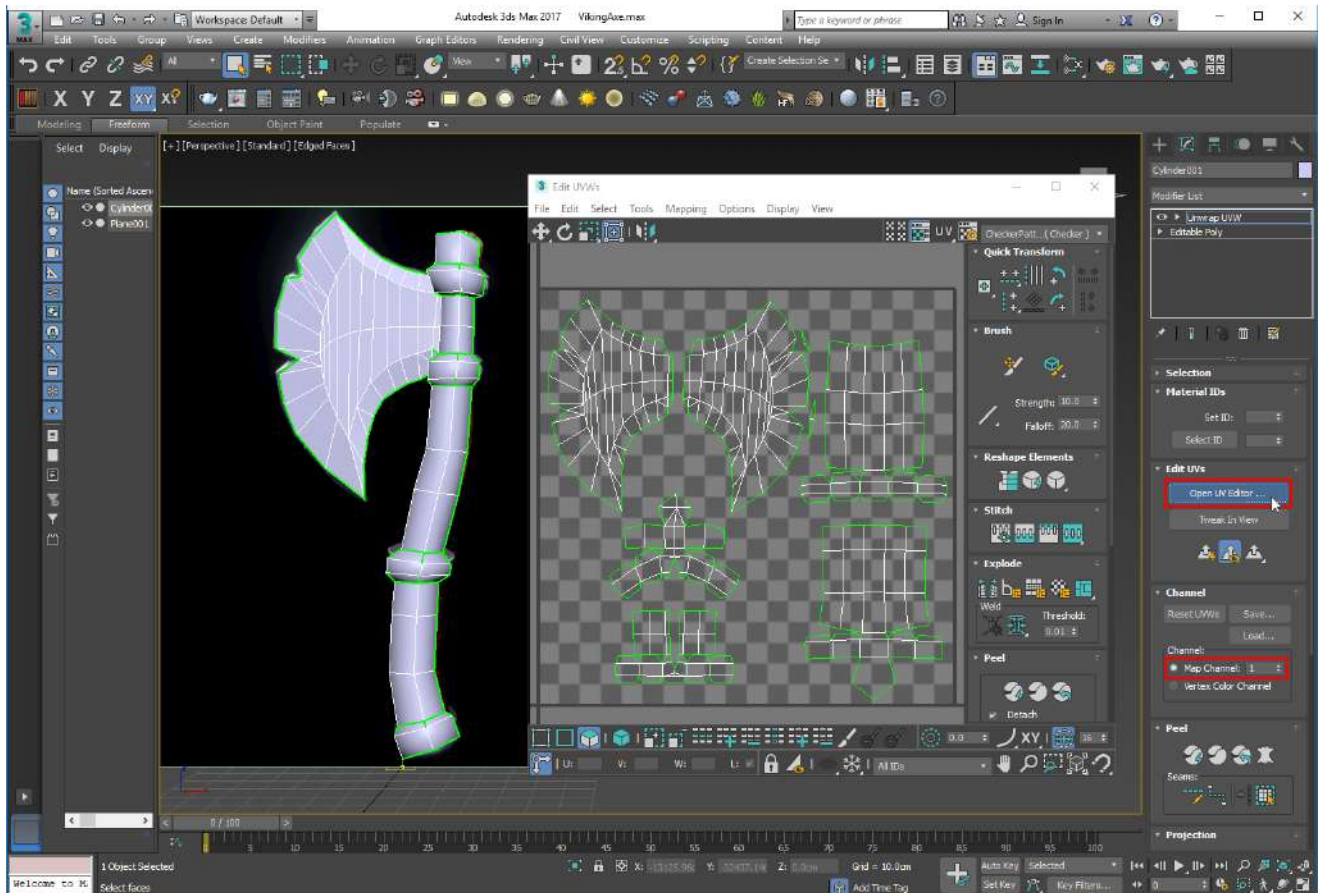
Press Alt + X to check the axe



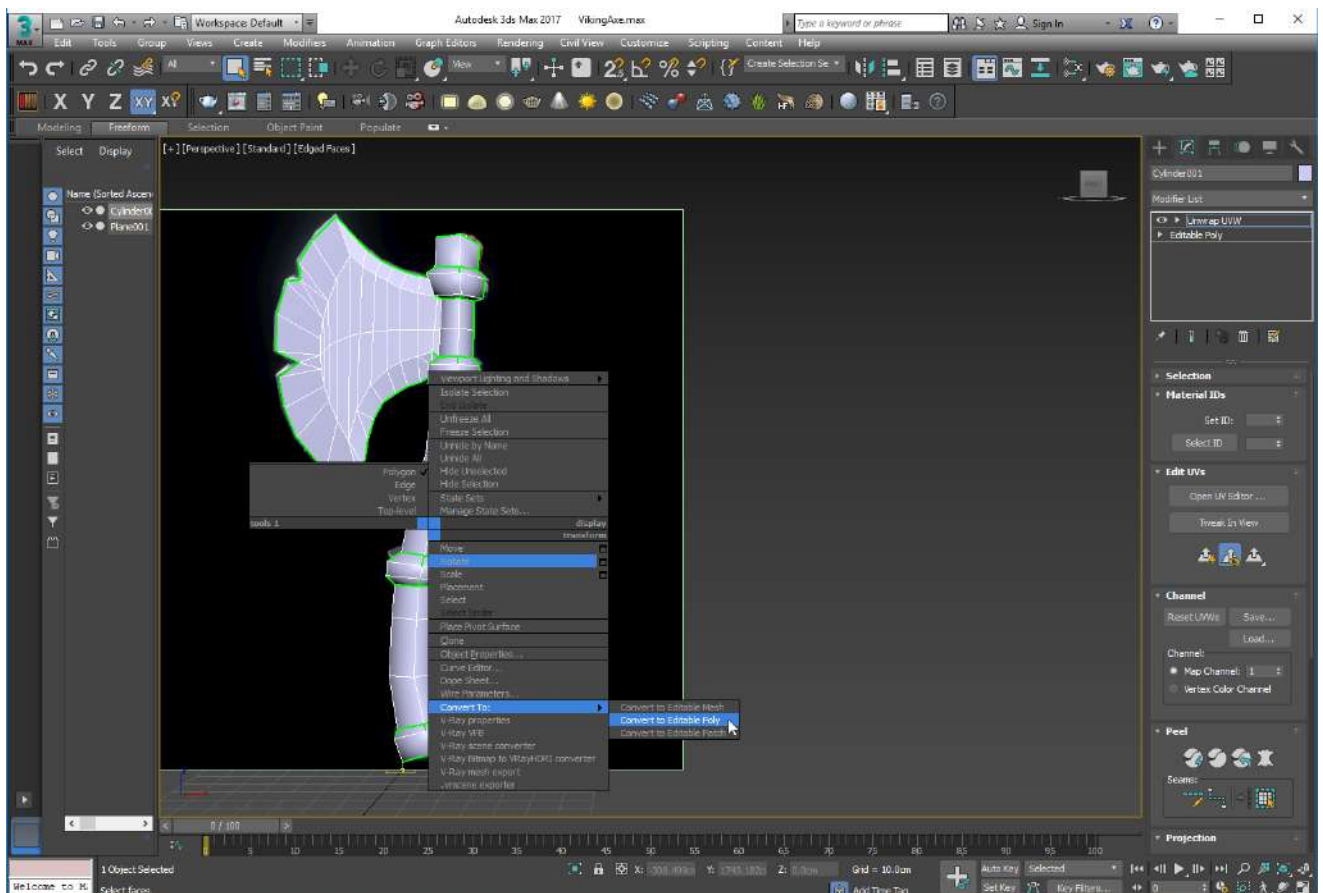
Modifier List → Unwrap UVW



Open UV Editor and unwrap uv. Here is the example after unwrapping

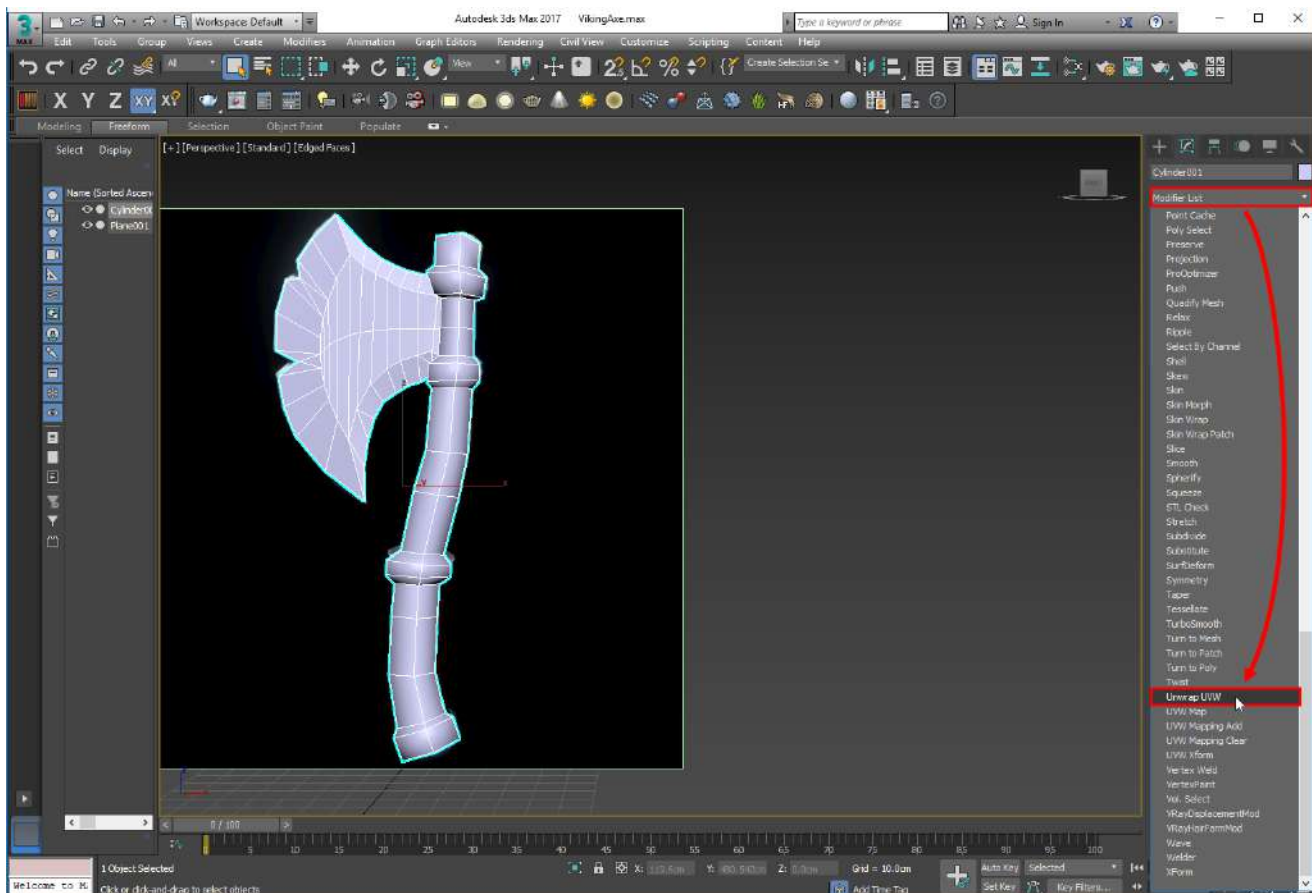


Right click and click Convert to Editable Poly, and saving map channel 1 (or UV 1)

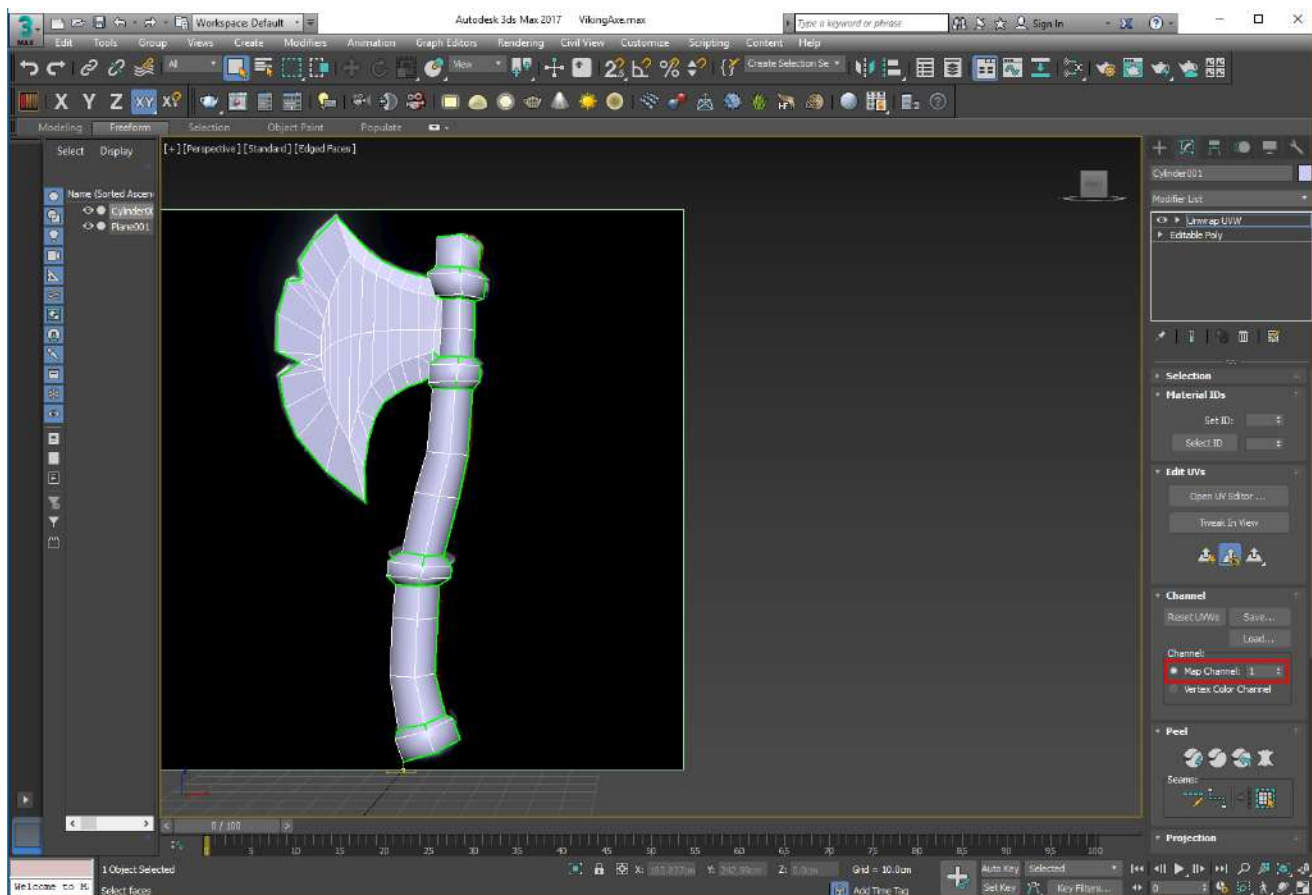




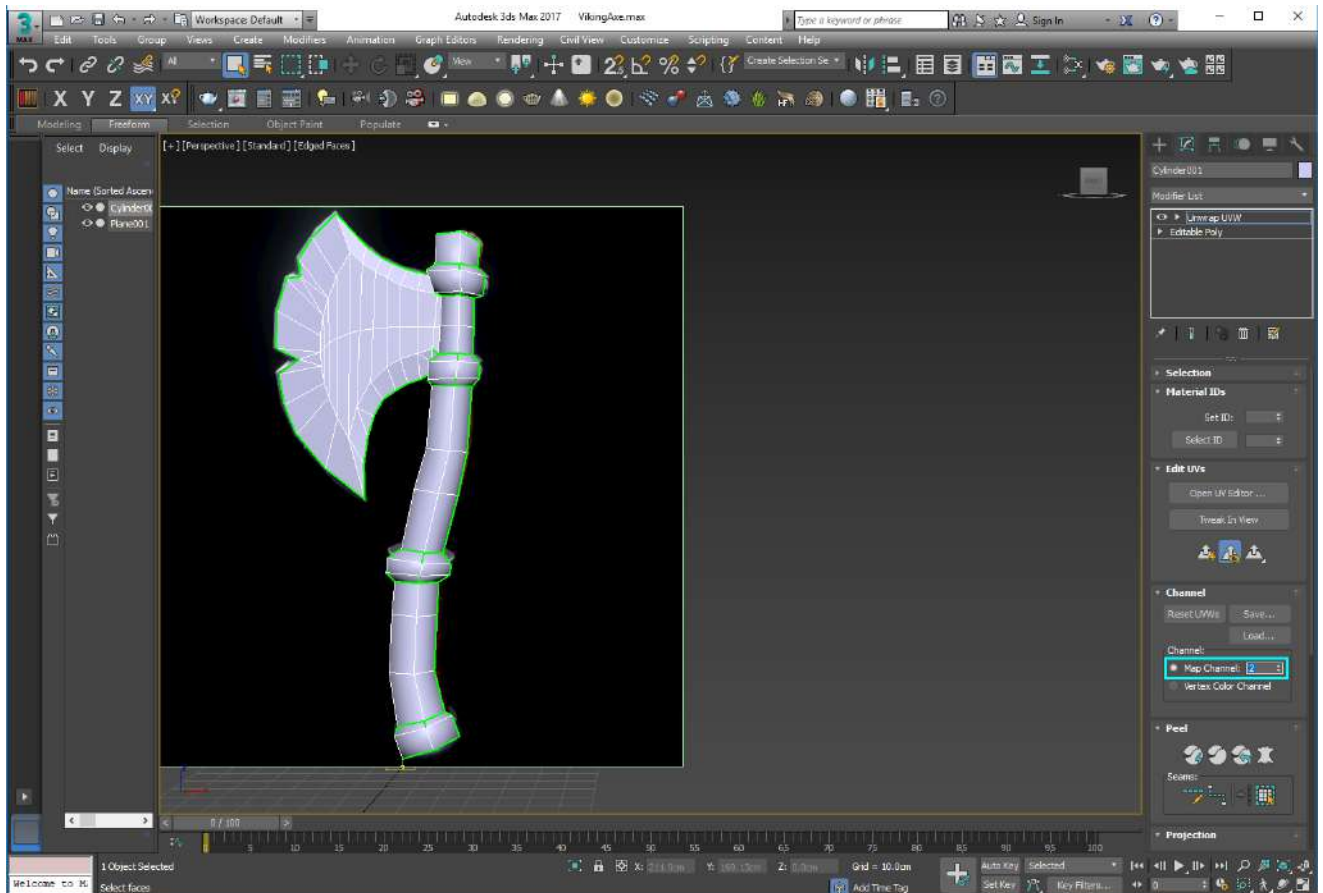
Again, click Modifier List → Unwrap UVW (for map channel 2)



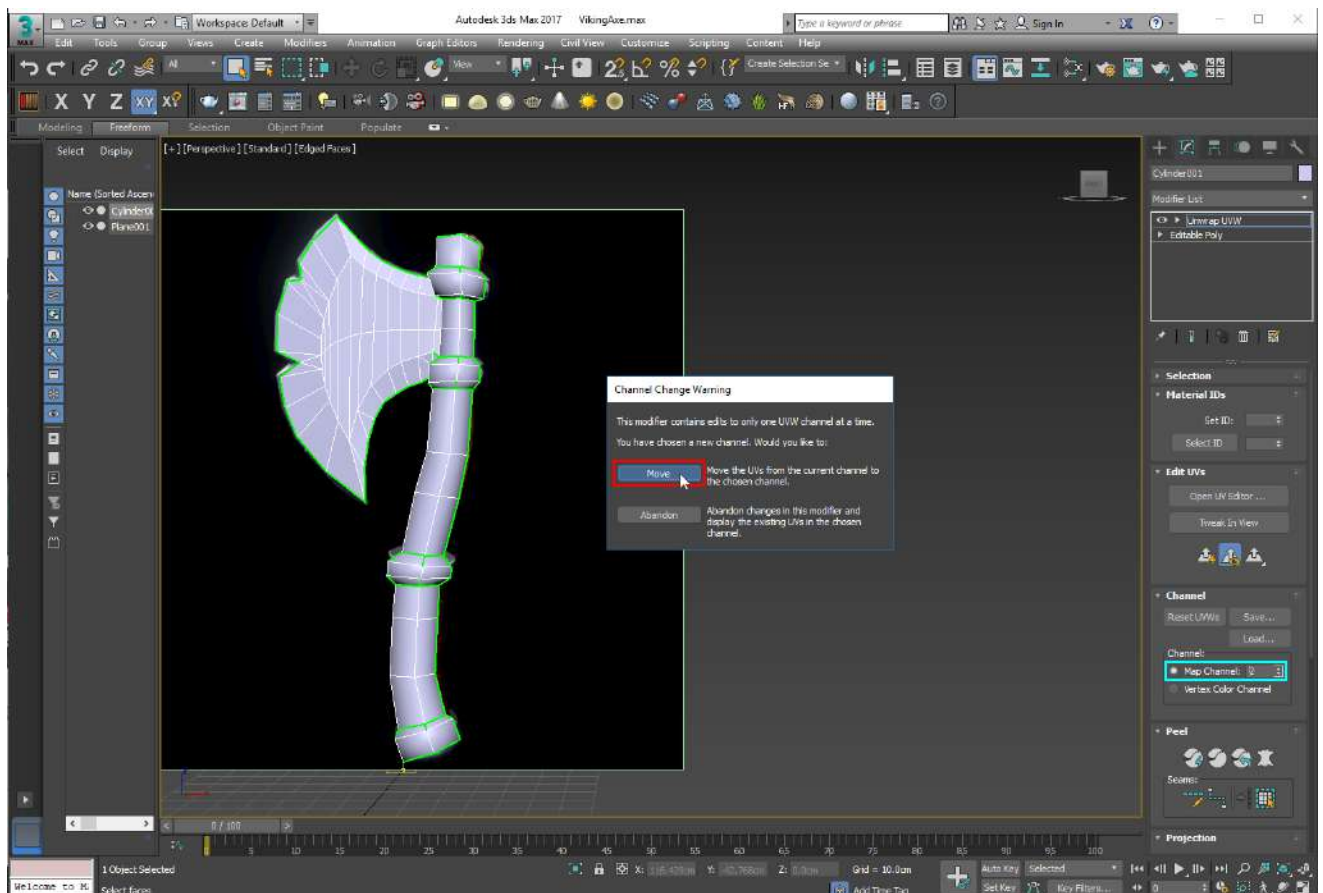
On right side, edit the Map Channel 1 → 2



## Map Channel 1 → 2



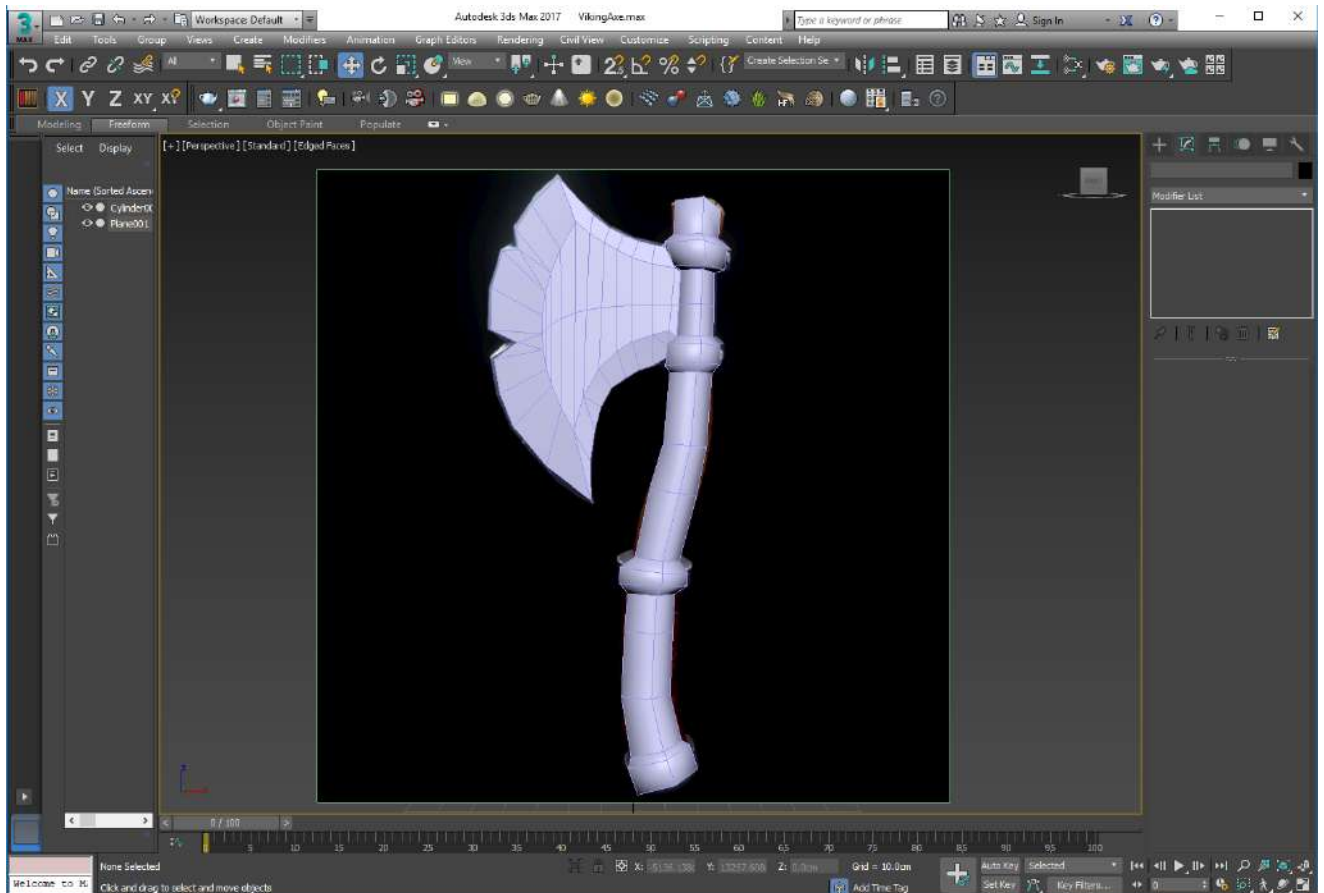
“Channel Change Warning” message appear, click “Move”



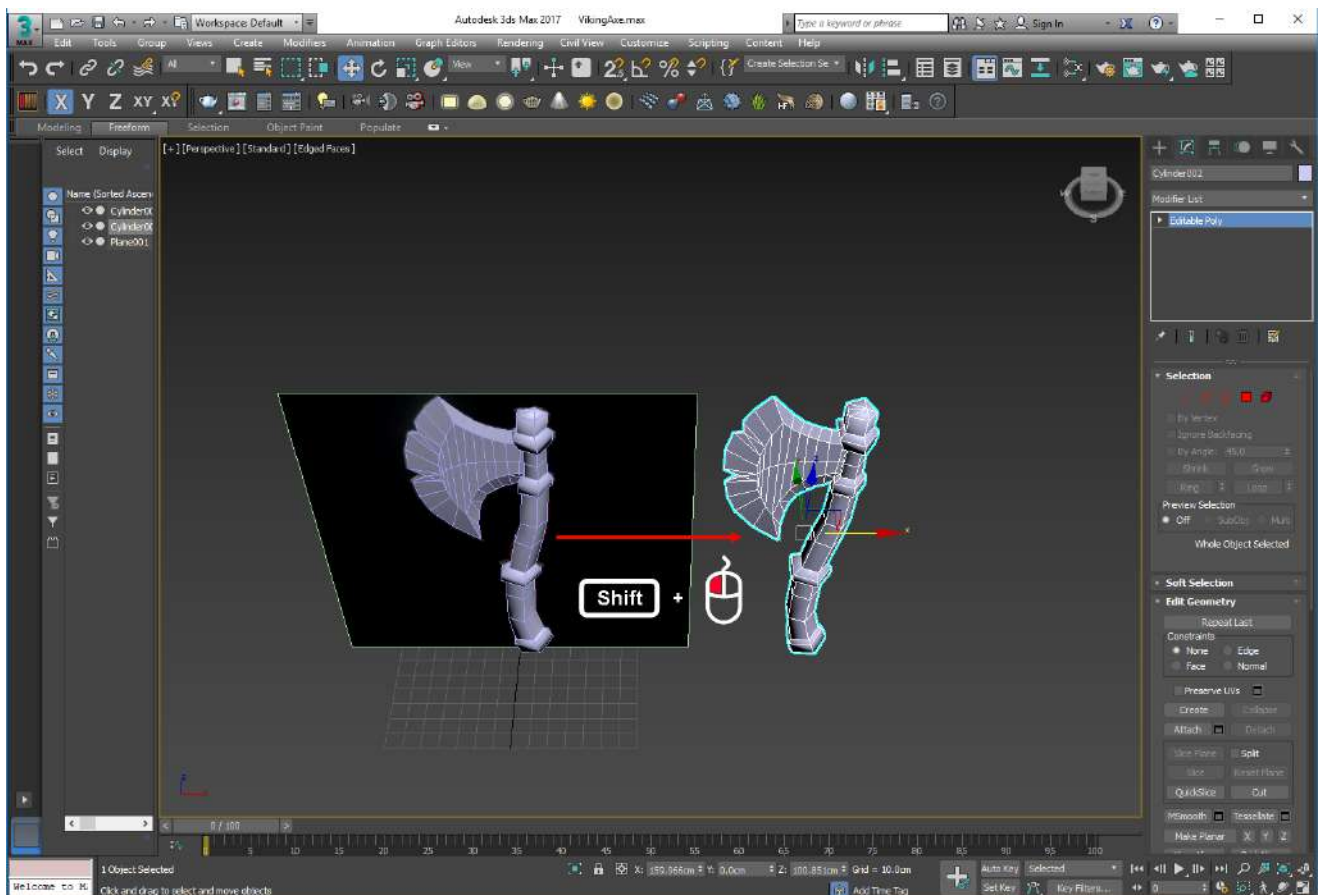
The screenshot shows the Autodesk 3ds Max 2017 interface. The main viewport displays a 3D model of an axe. The 'Edit UVWs' window is open, showing the UVW Map modifier settings. The 'Map Channel' is set to 2, and the 'Vertex Color Channel' is selected. The 'Open UV Editor...' button is highlighted with a red rectangle.



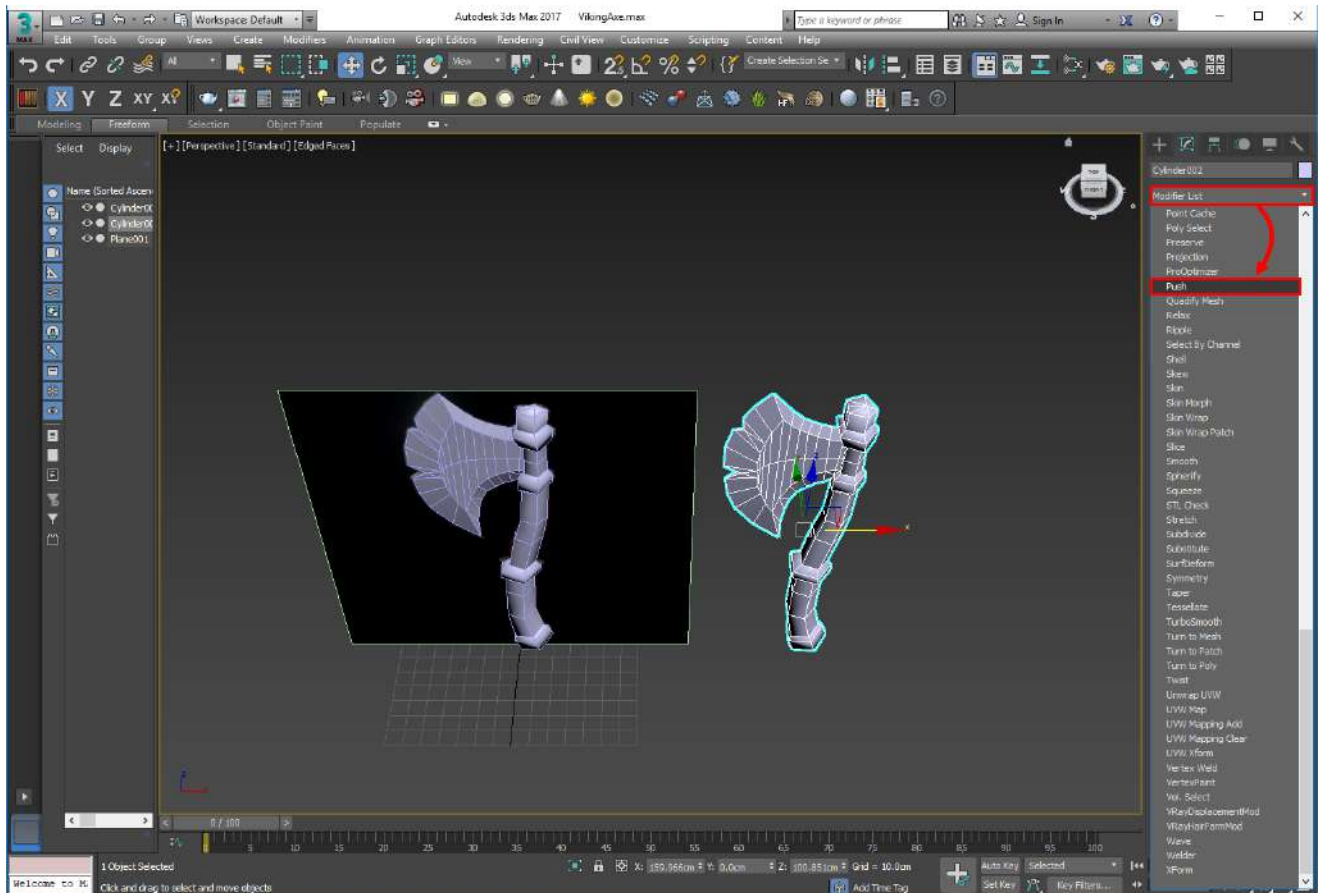
After editable poly, done



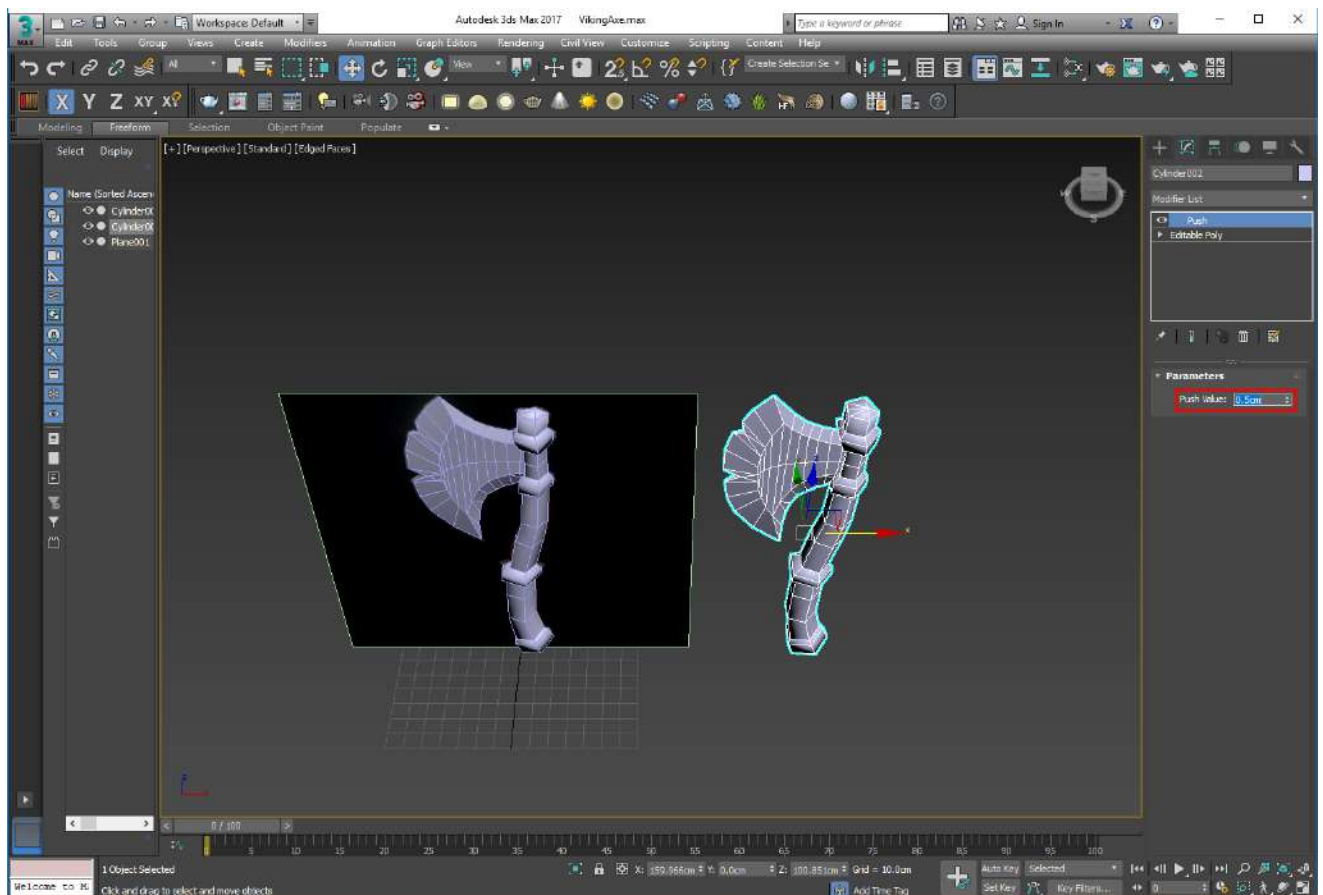
Copy another axe, we need to “Push” before export to ZBrush



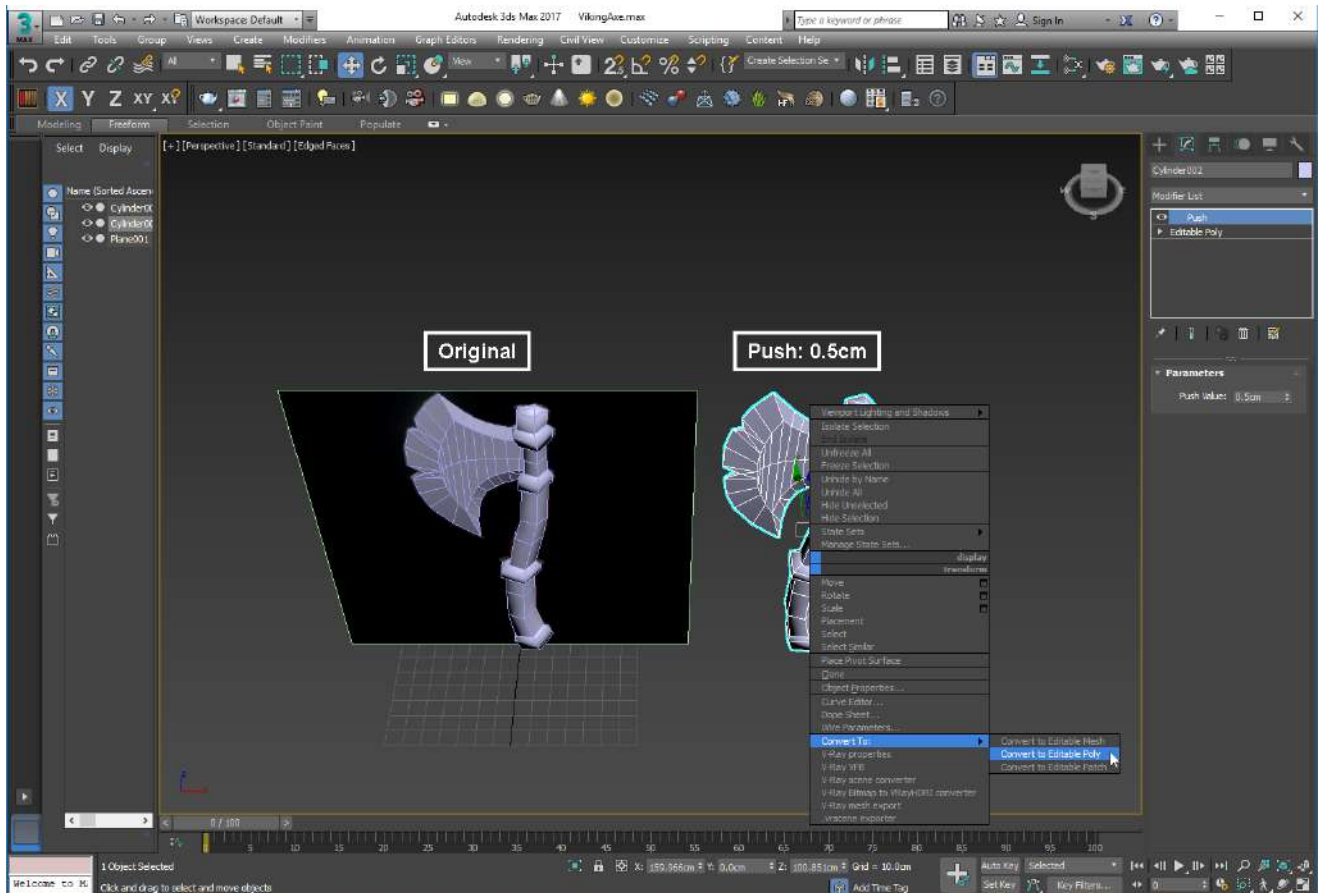
## Click Modifier List → Push



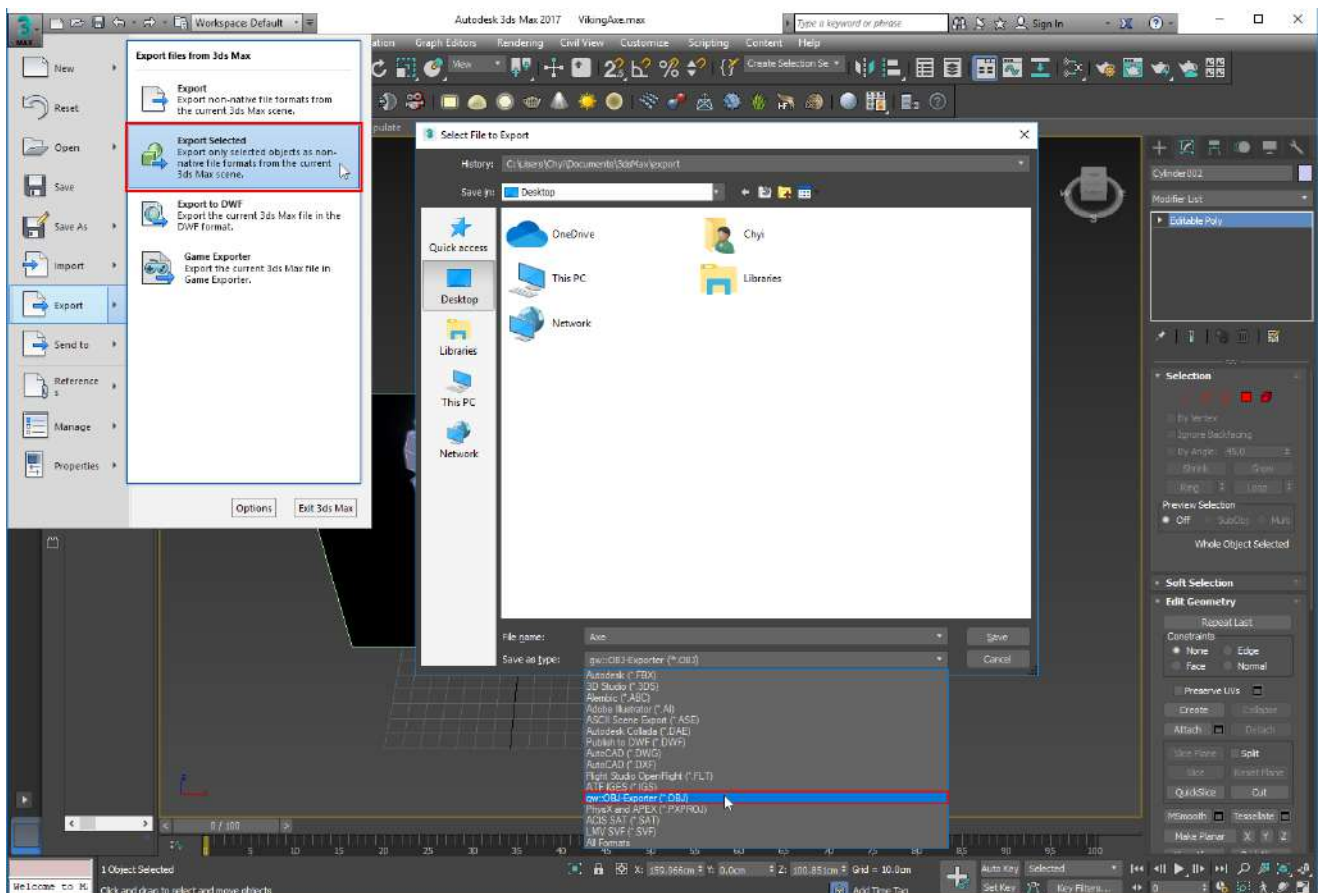
## Edit push value: 0.5cm



After push, right click and convert to editable poly, we will need to export it

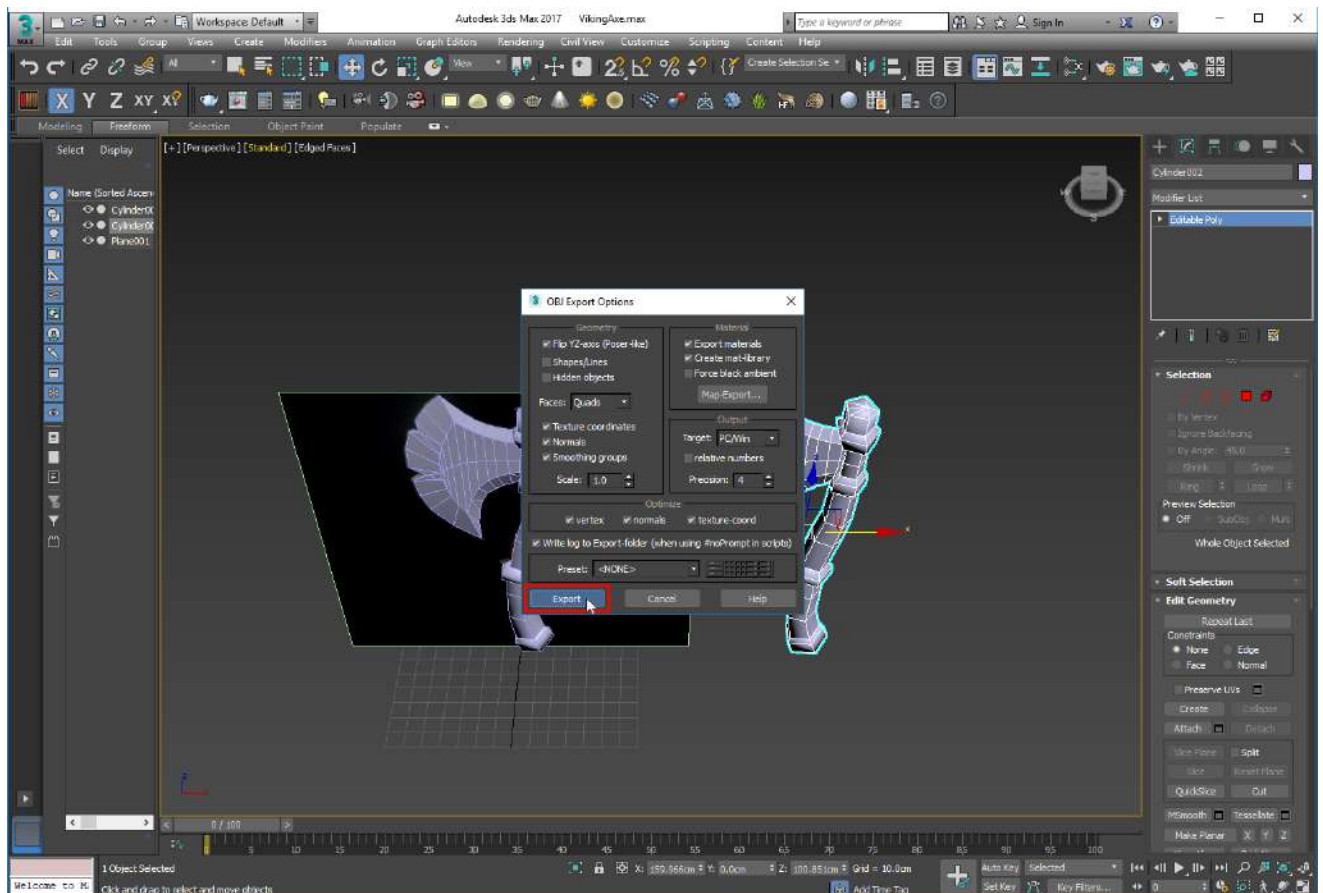


Export → Export Selected (make sure save as .obj)

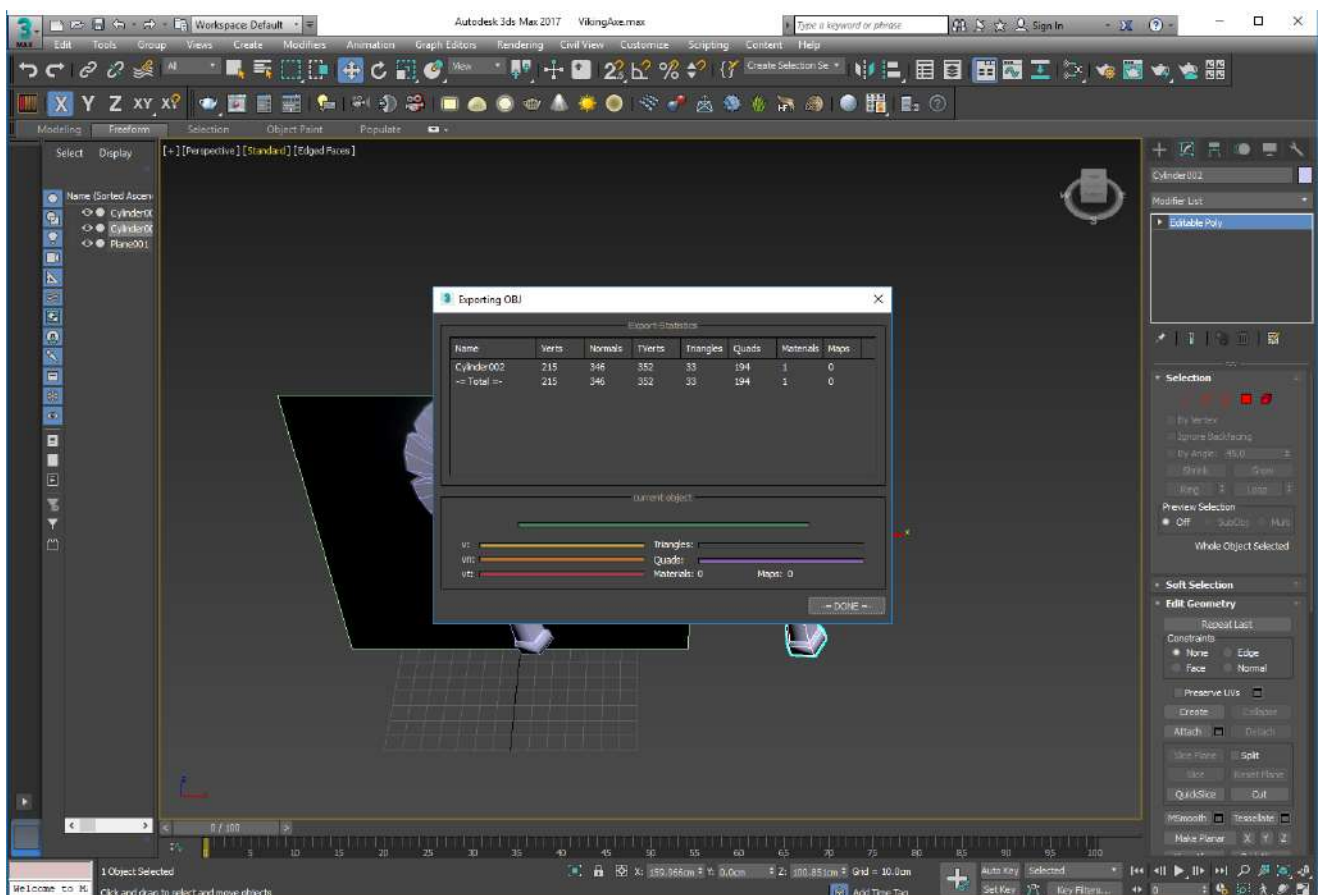




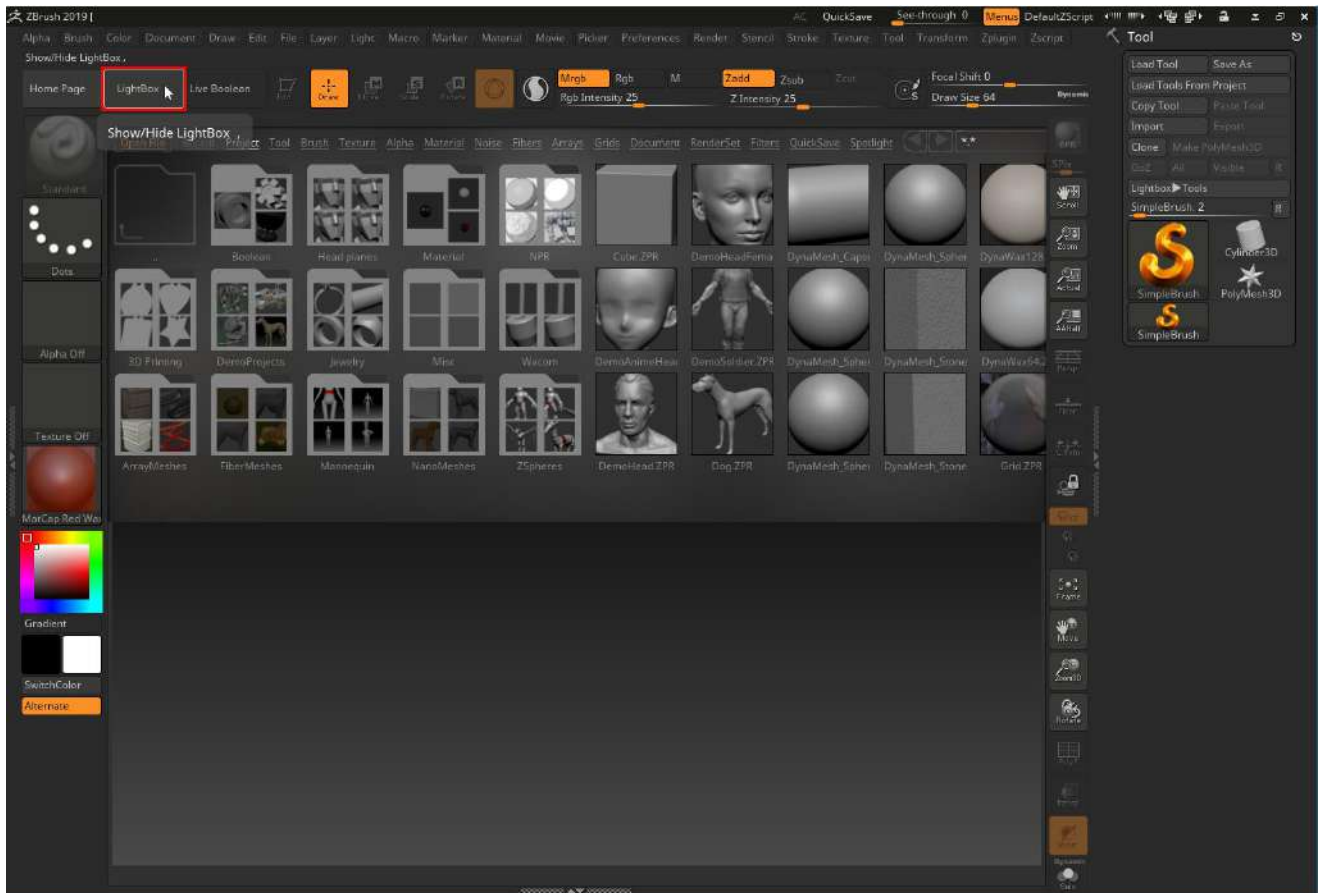
Click "Export"



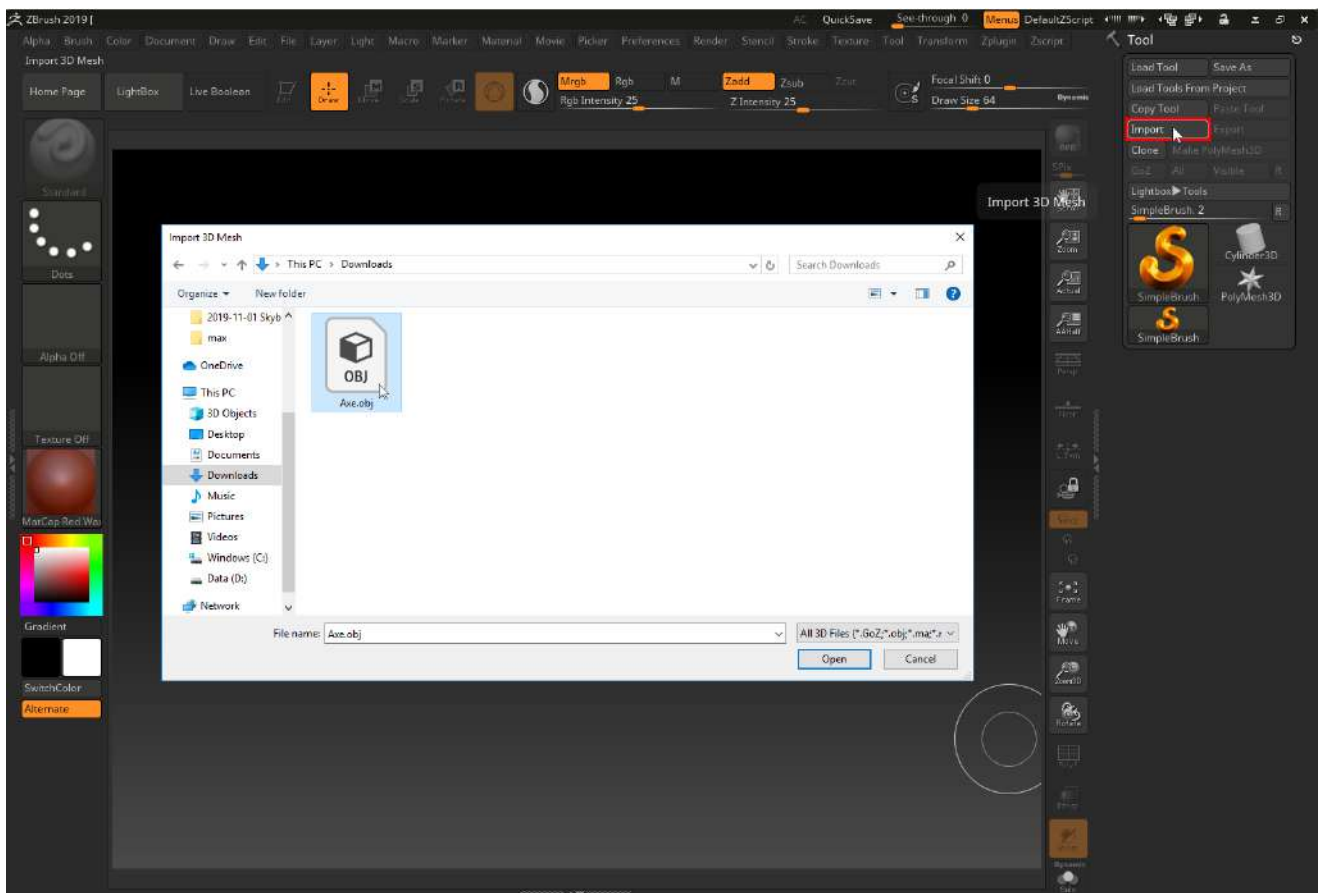
Done, now you can open ZBrush



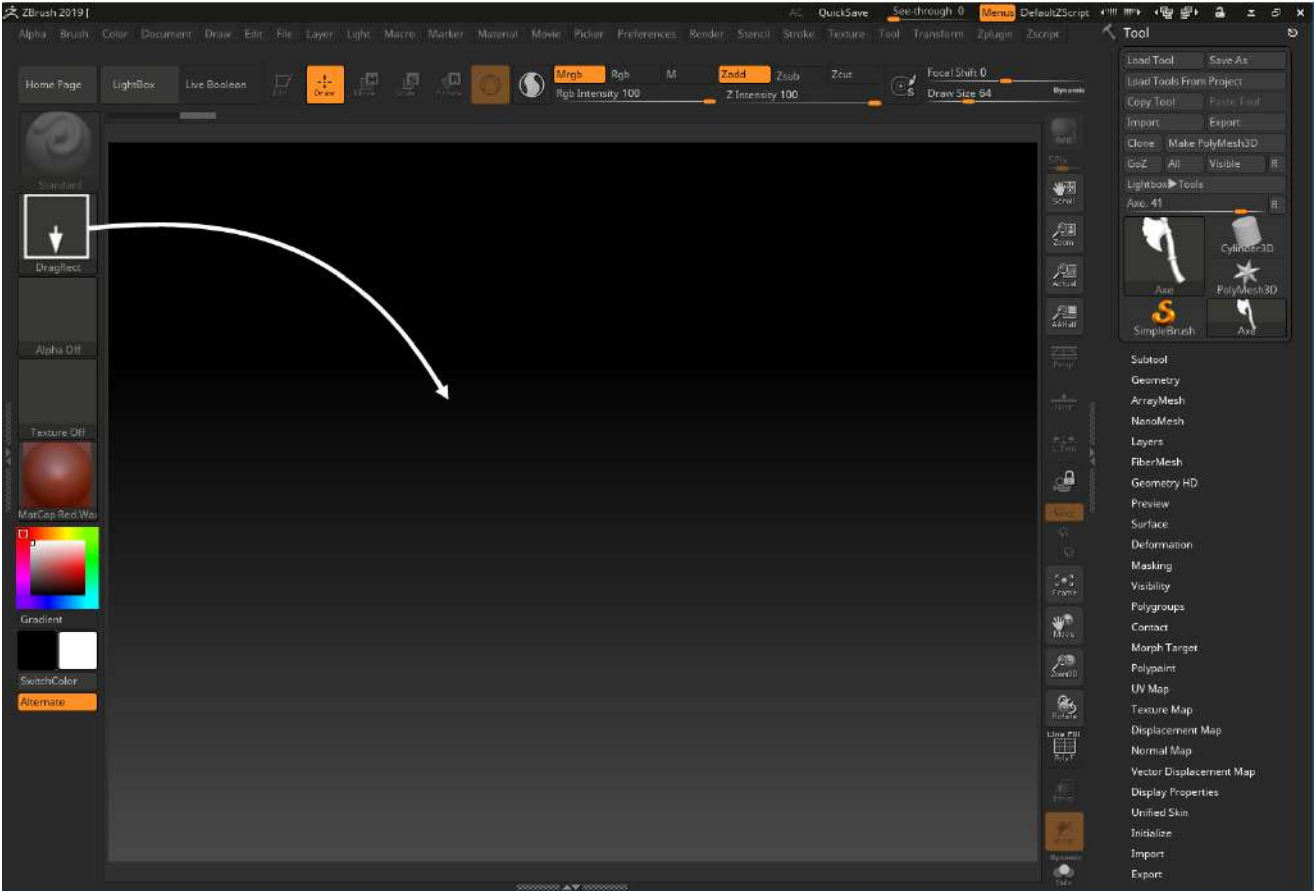
After open ZBrush, hide the “LightBox”



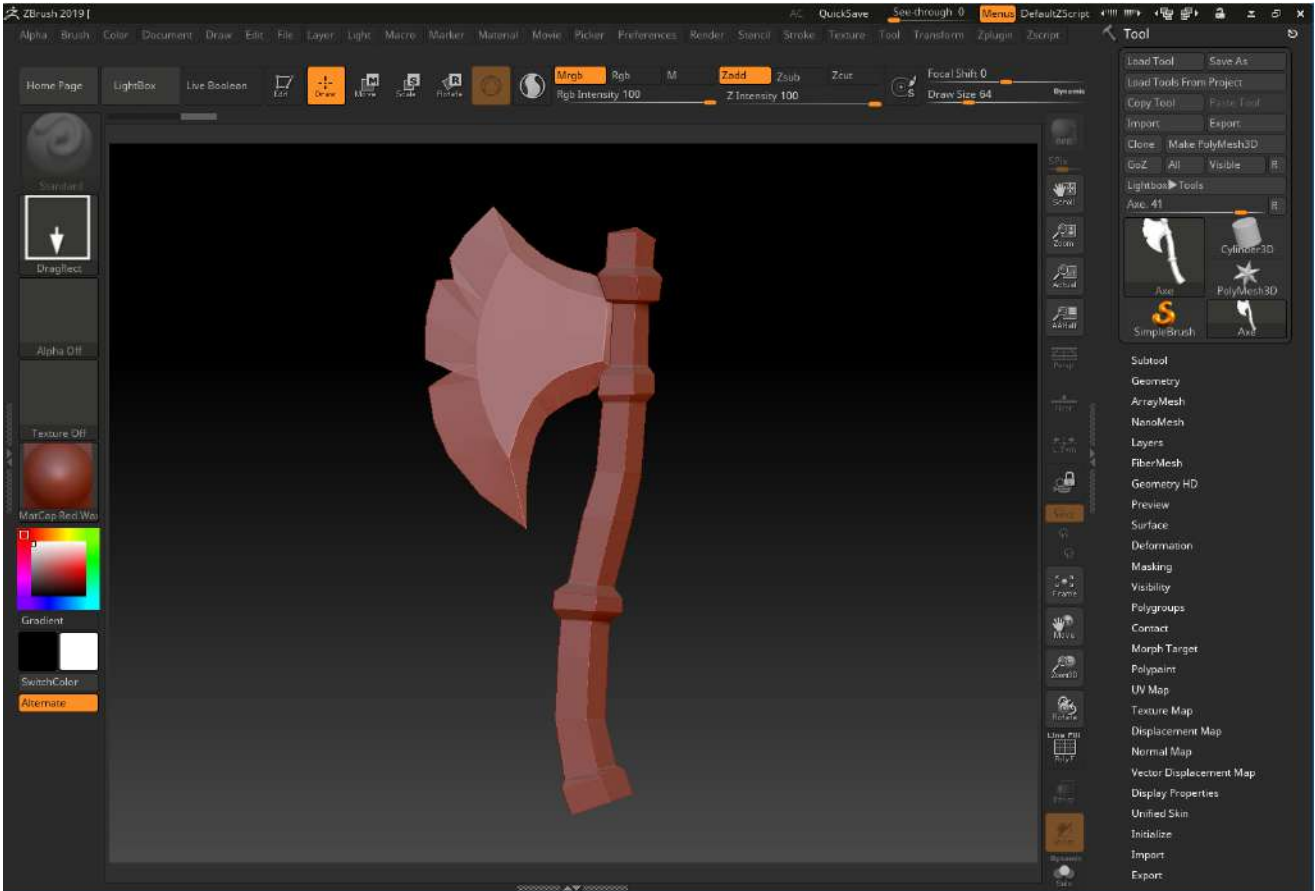
Click “Import” and import obj file



Drag the axe in viewport

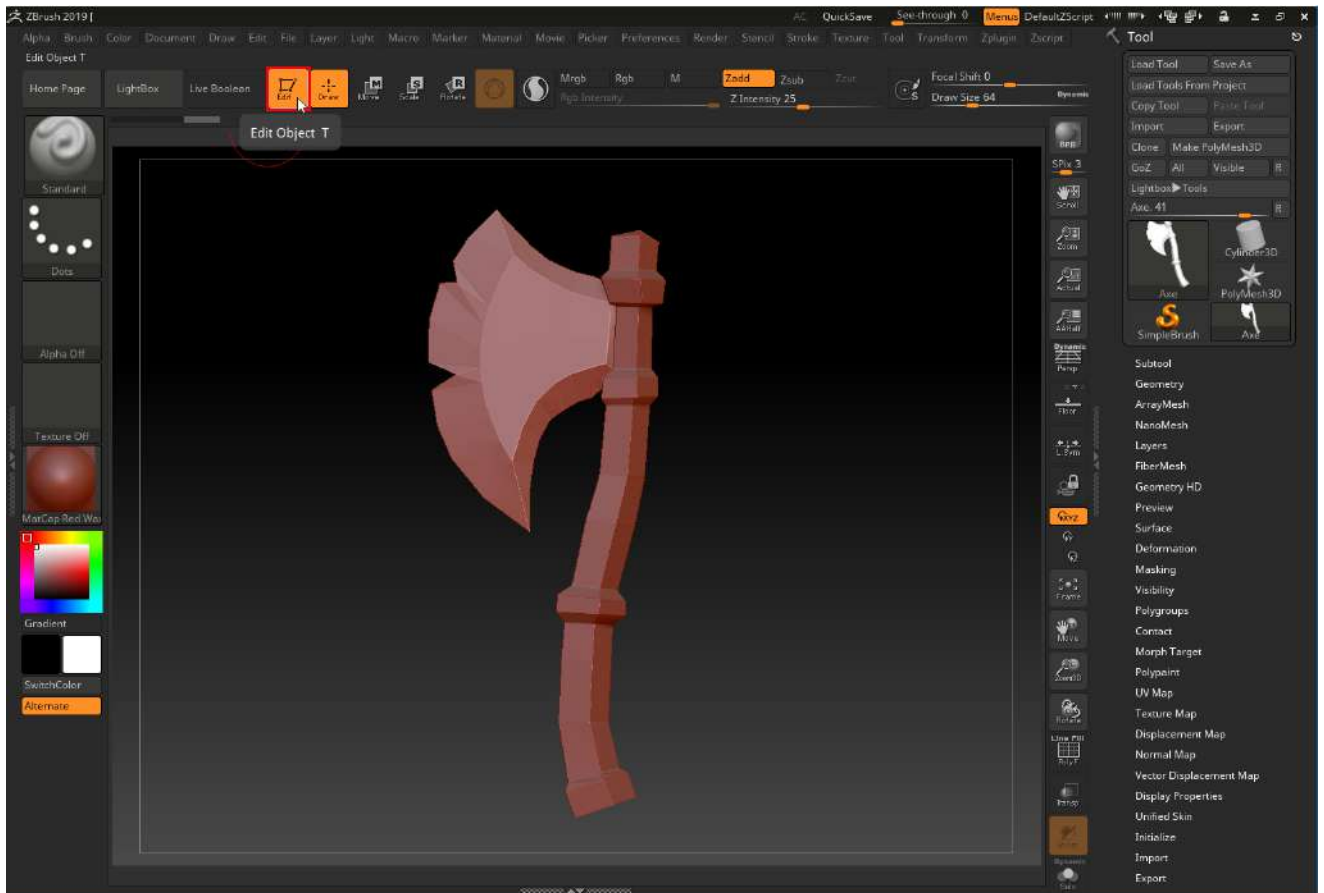


Done

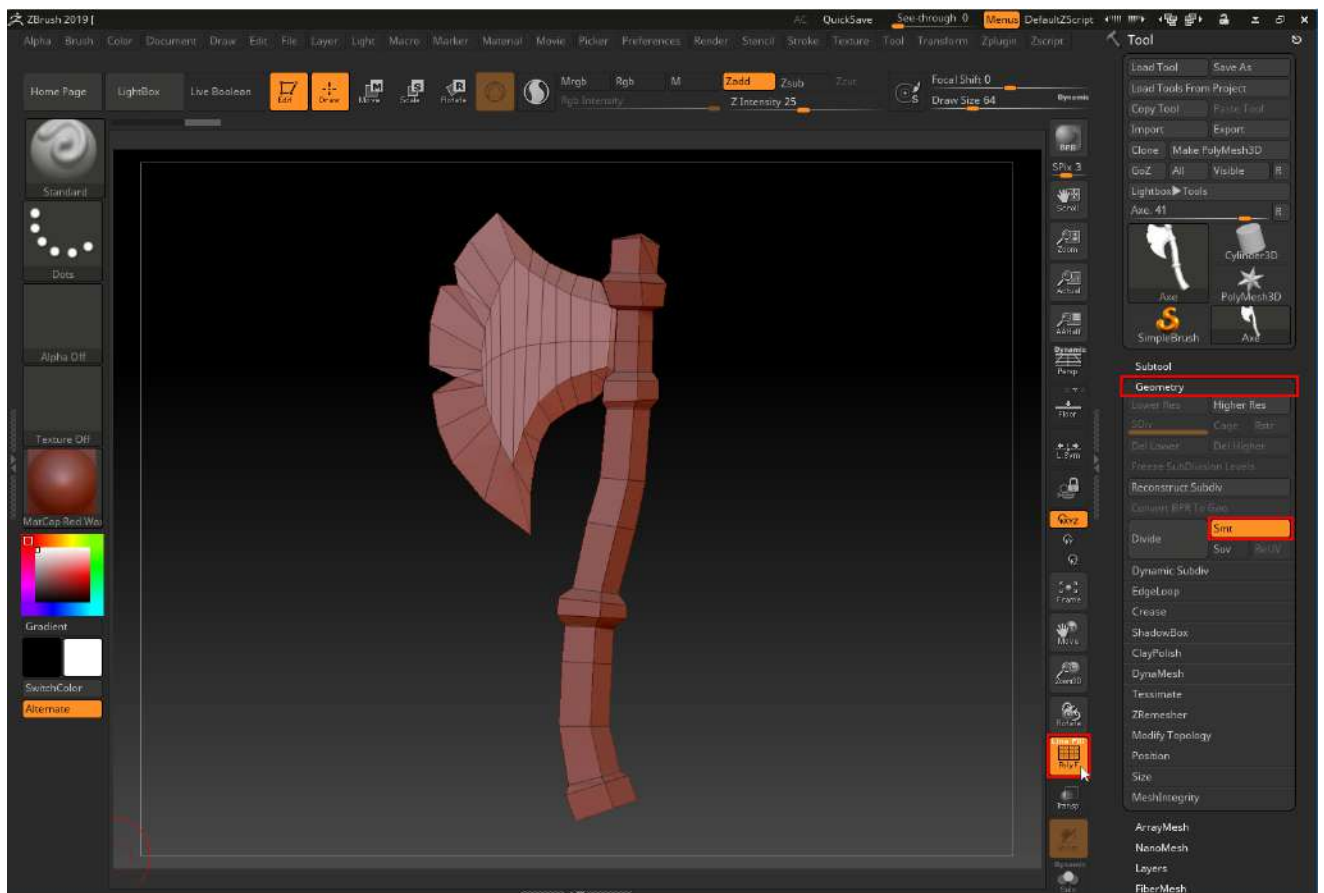




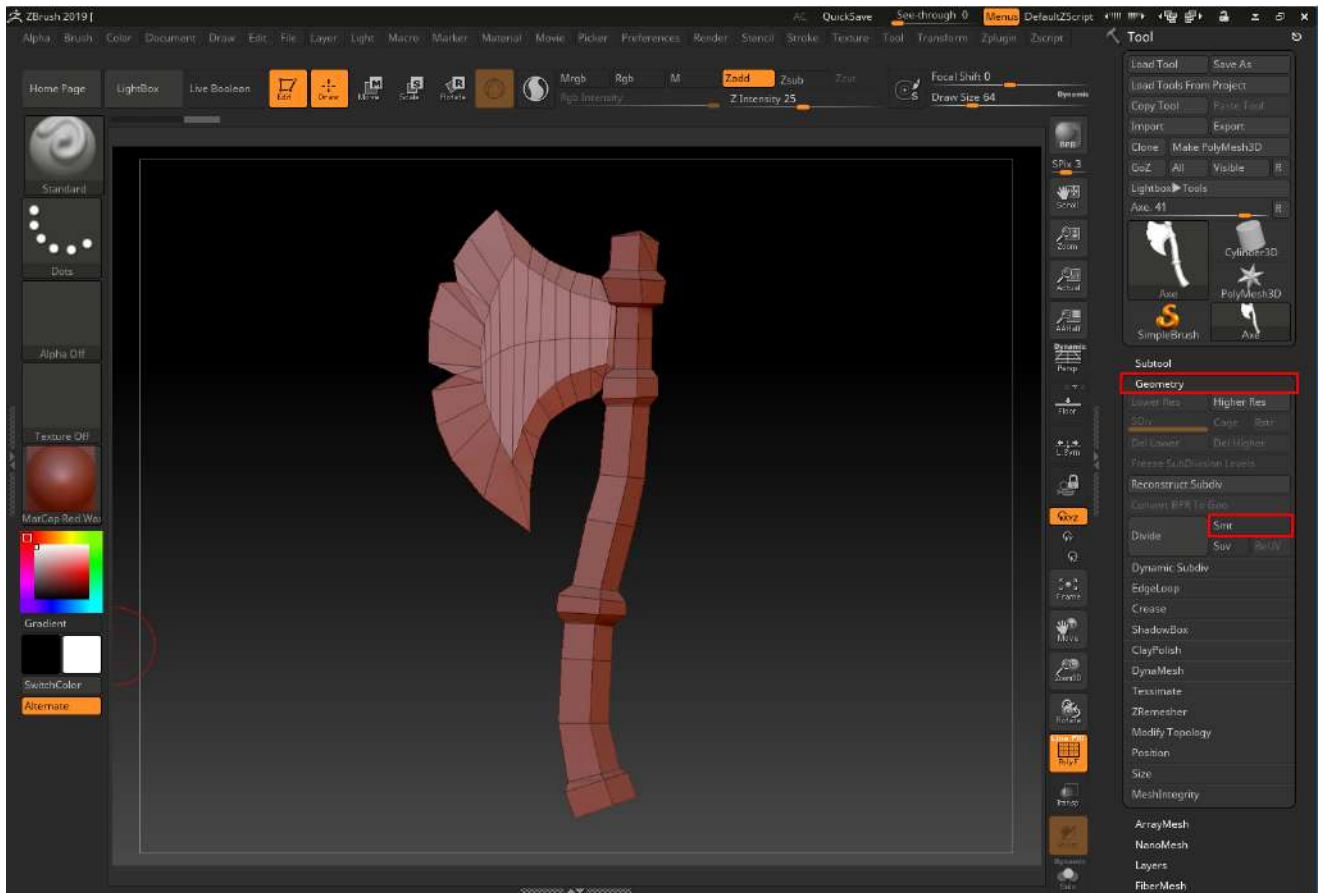
Click "Edit Object"



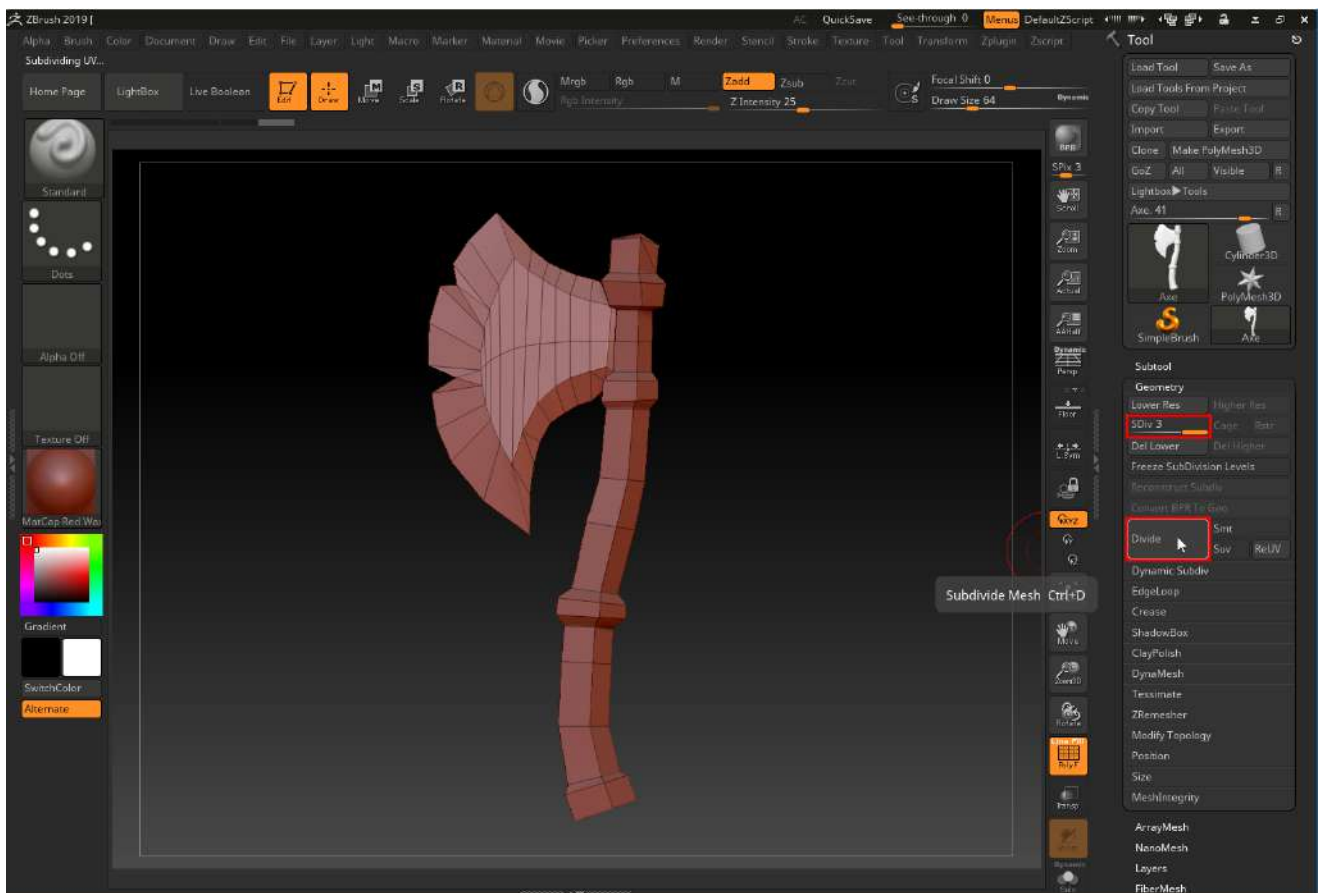
Click "Line Fill" to see lines, and also click "Geometry"



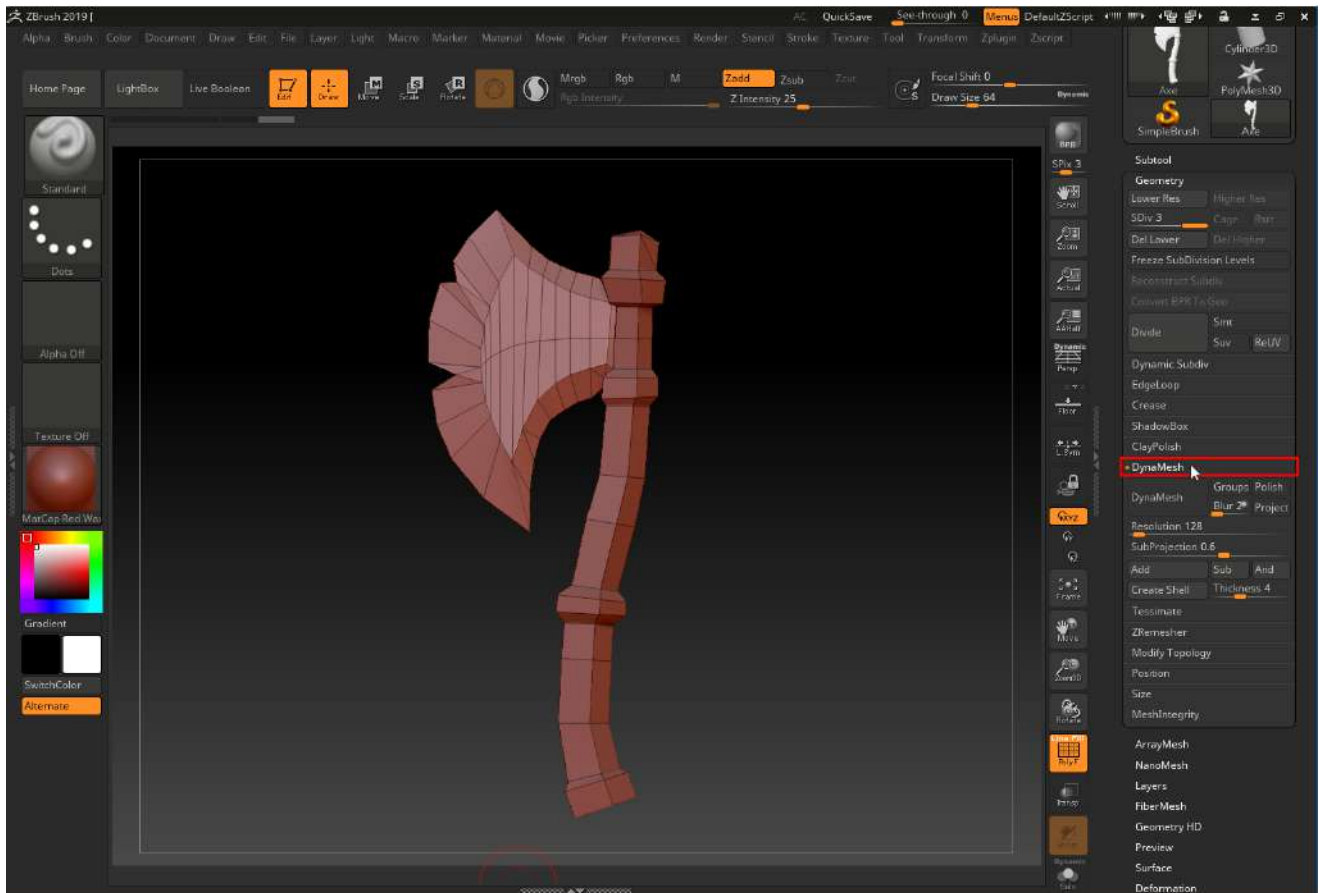
## Disable "Smt"



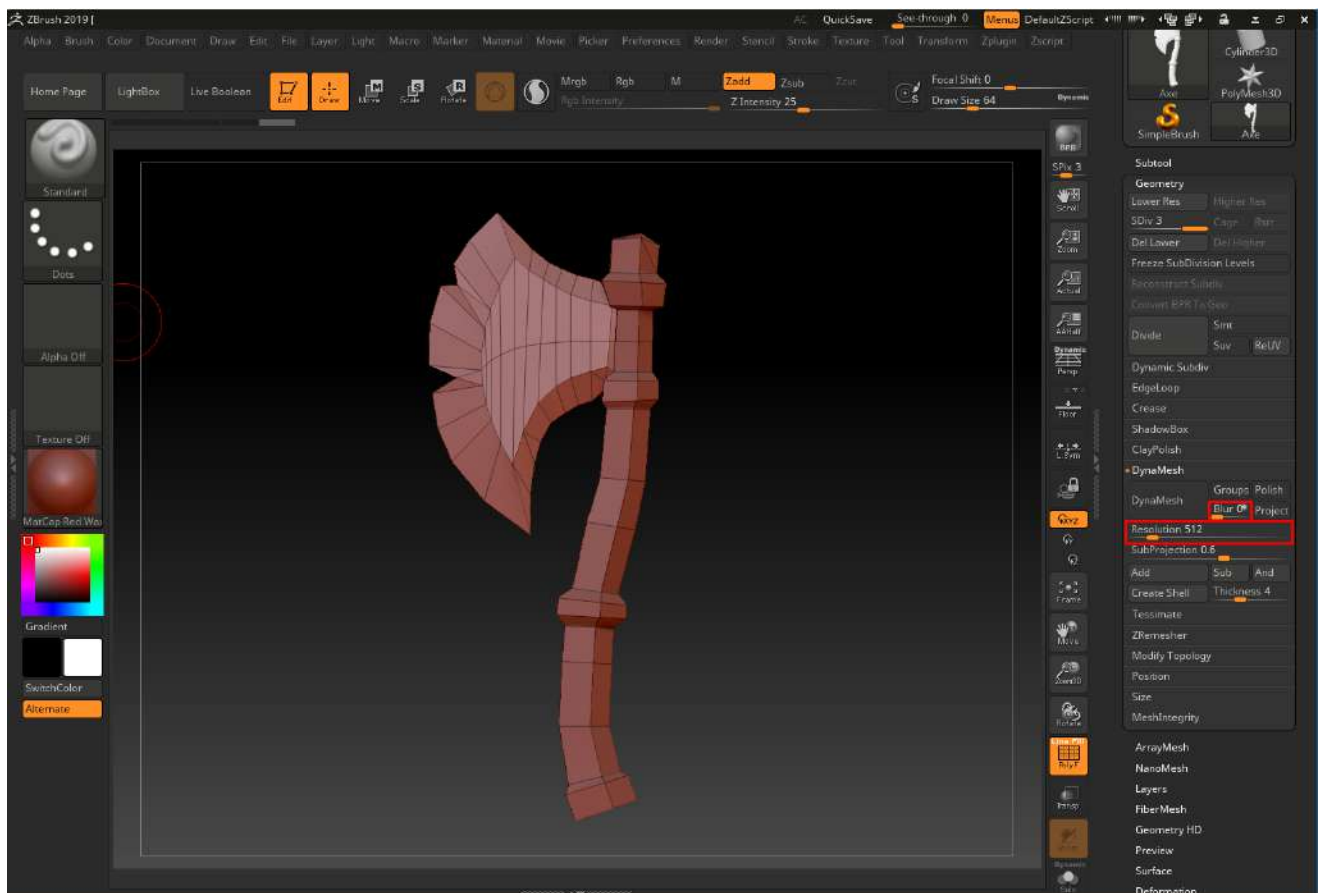
Click "Divide" 2 times (and you will see SDiv 3)



## Open "DynaMesh"

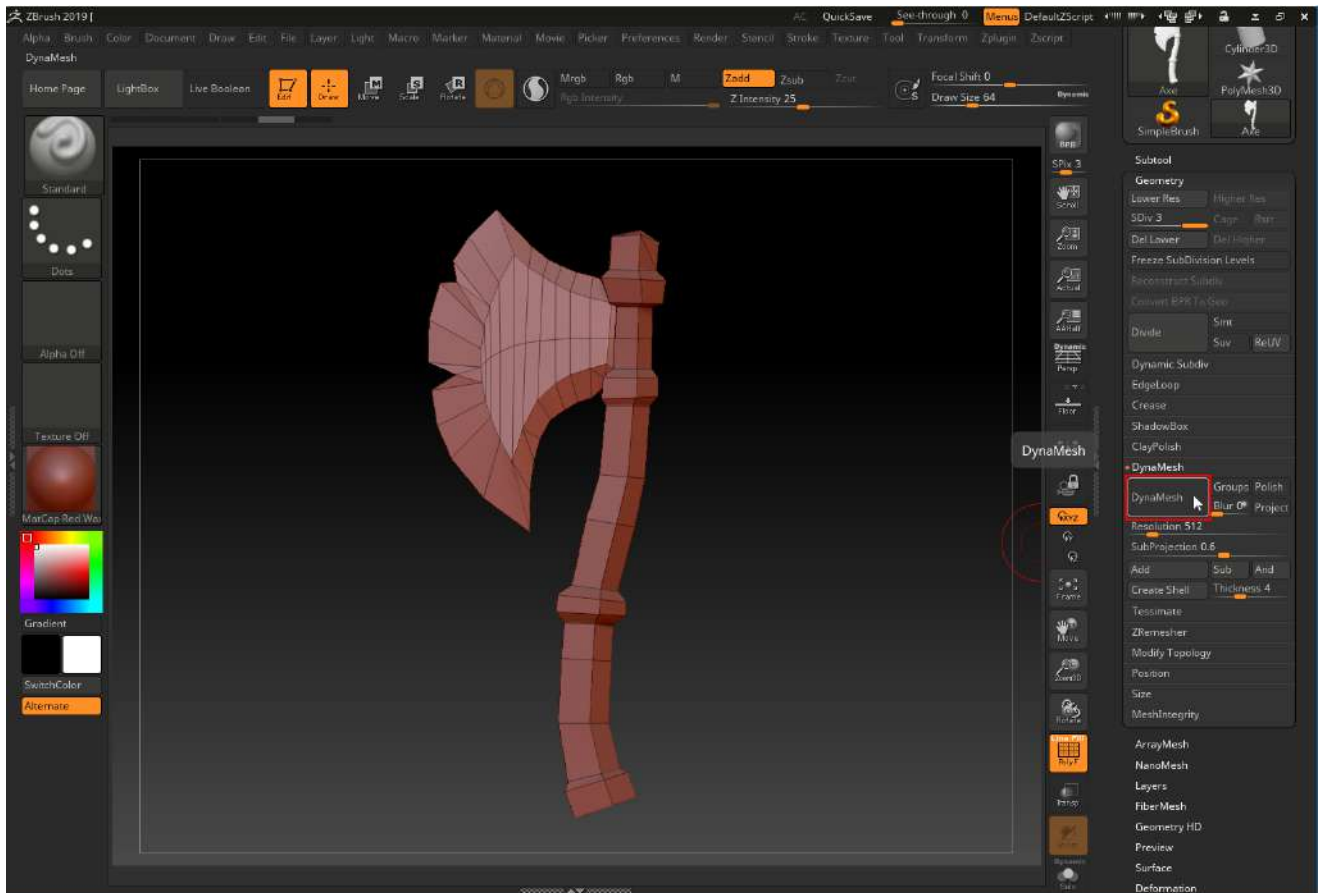


## Edit blur 0 and resolution 512 or 1024

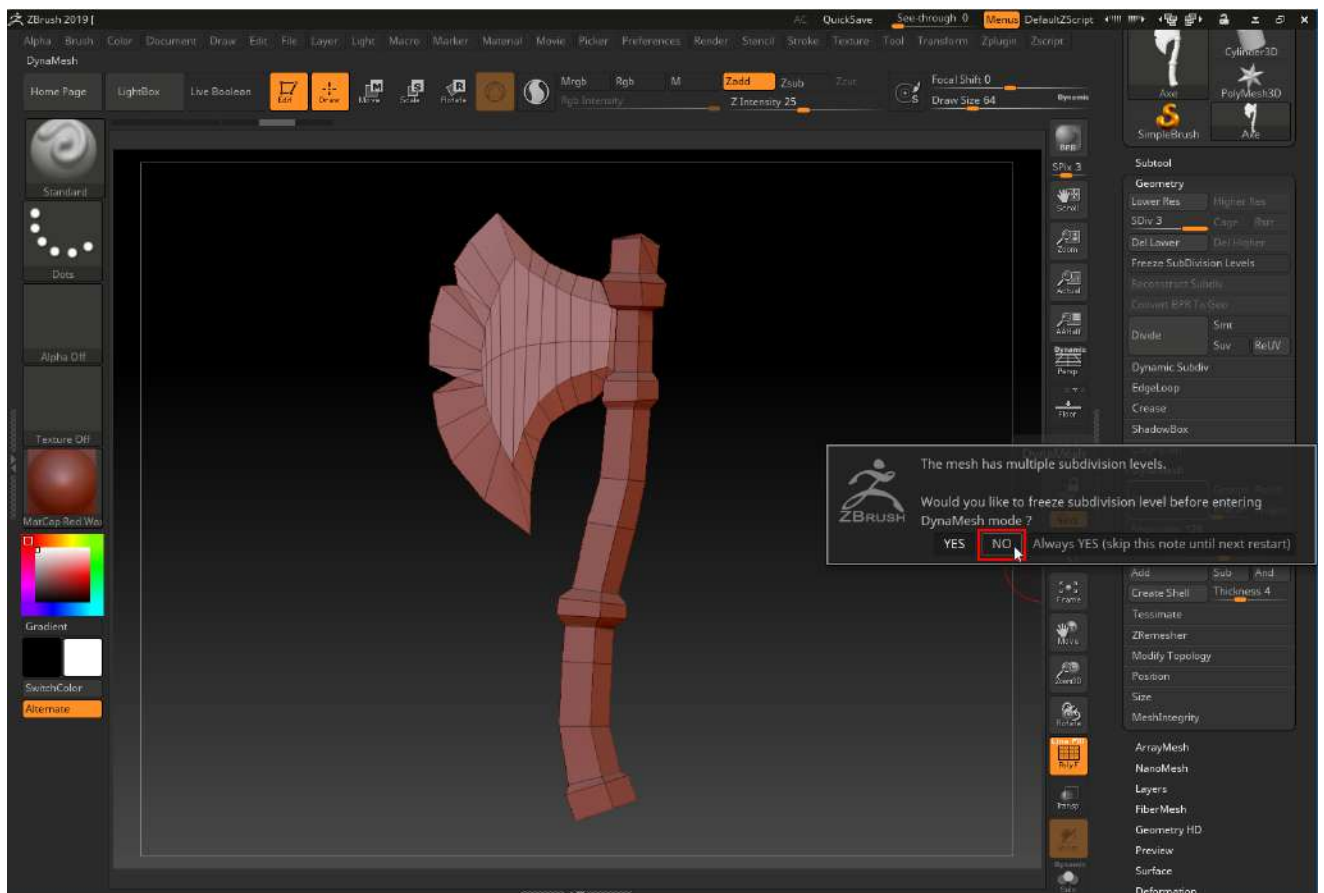




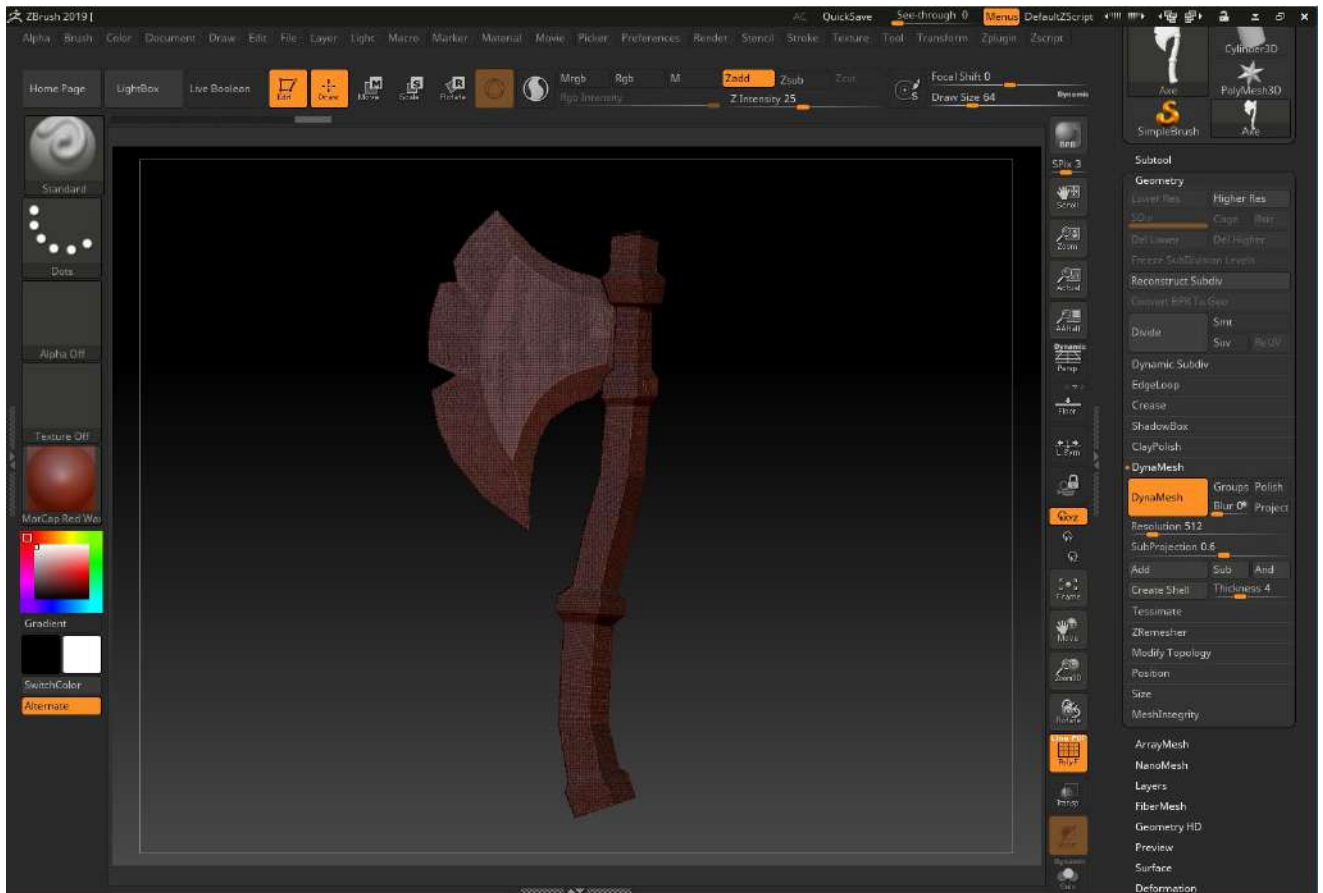
Click "DynaMesh" button



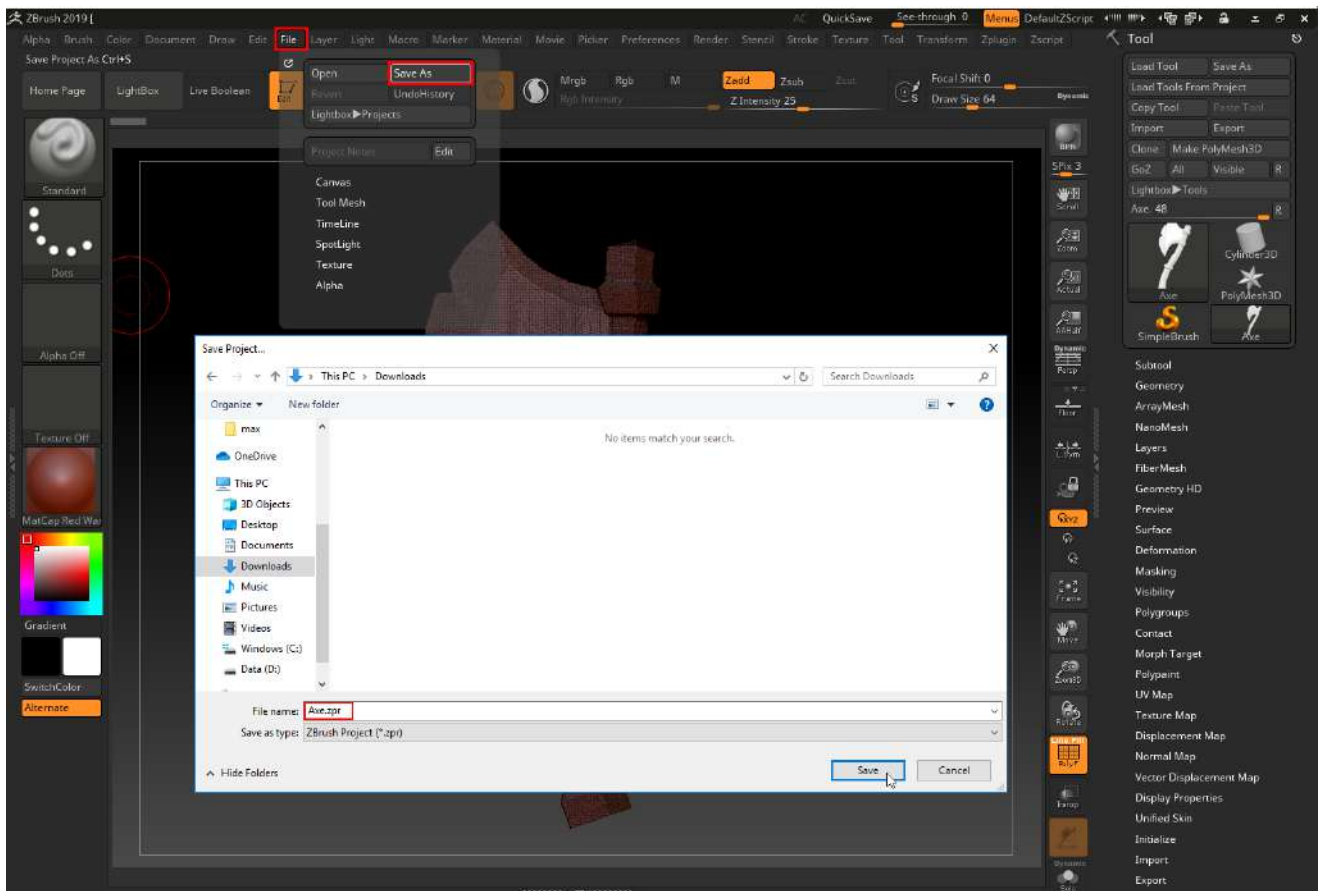
After click "DynaMesh" button, click "NO"



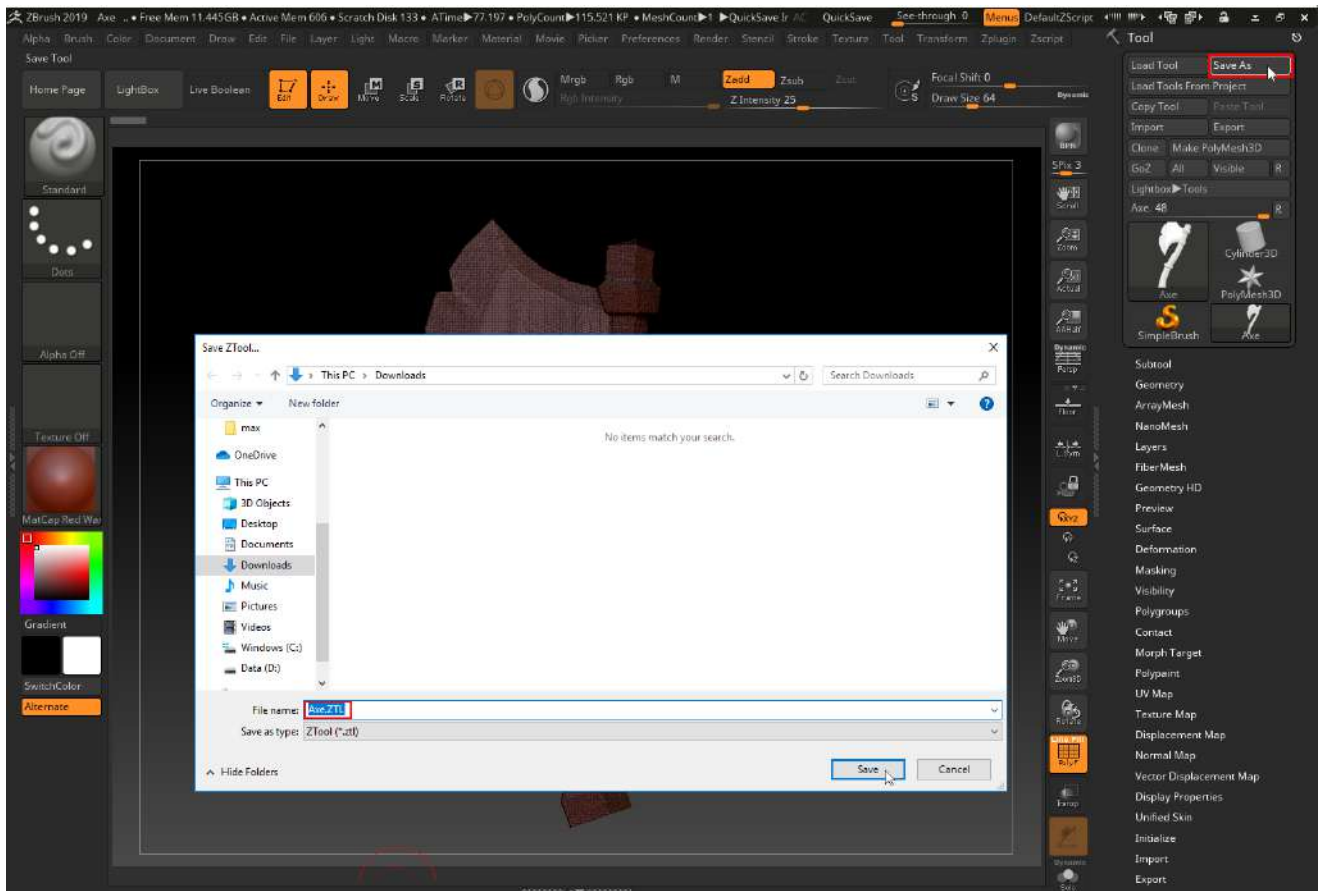
Here is after "DynaMesh" , and you will see a lots of lines



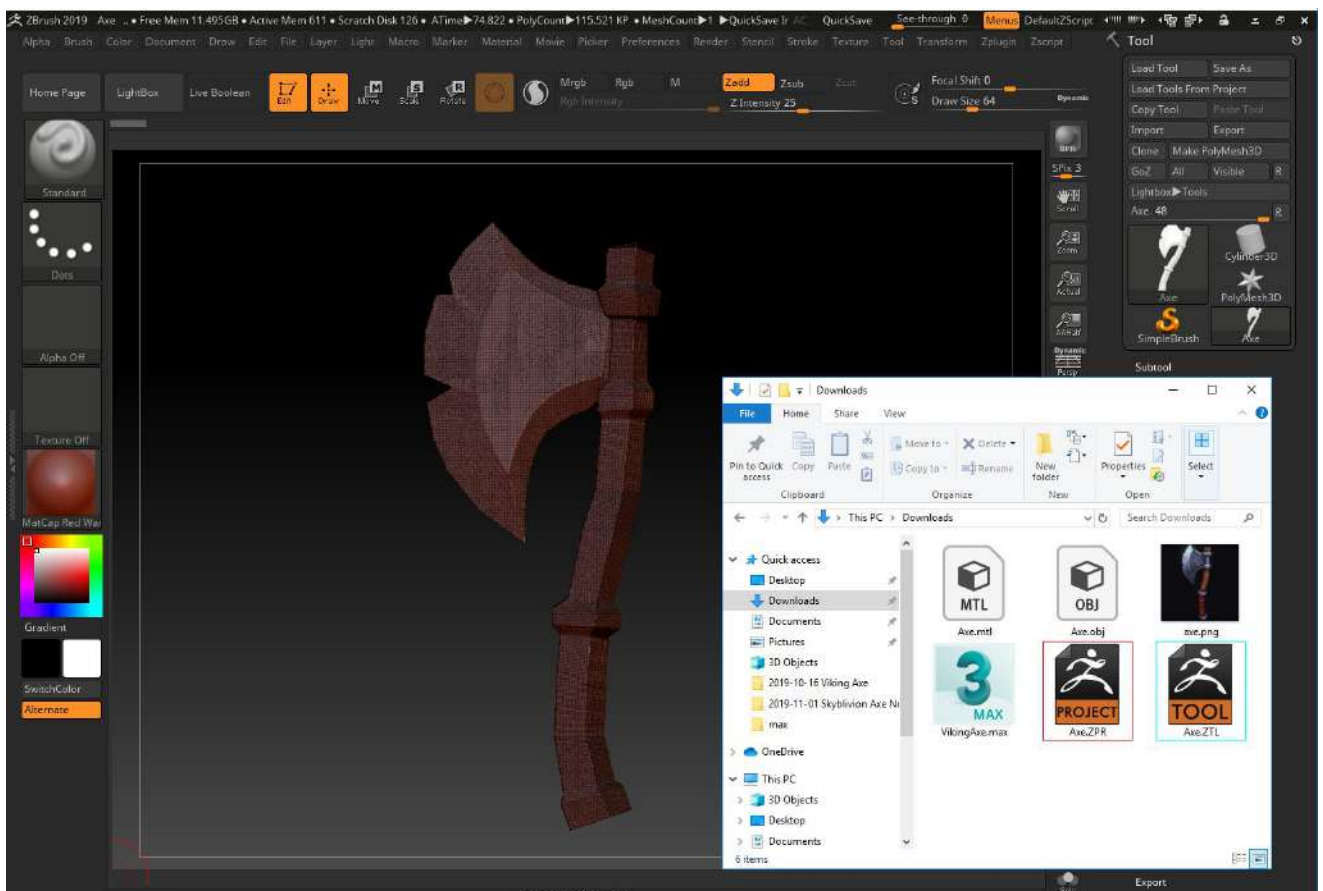
Save it first. File → Save As → Axe.zpr (zpr means zbrush project)



Also go to Tool → Save As→ Axe.ztl (**ztl** means **zbrush tool**)

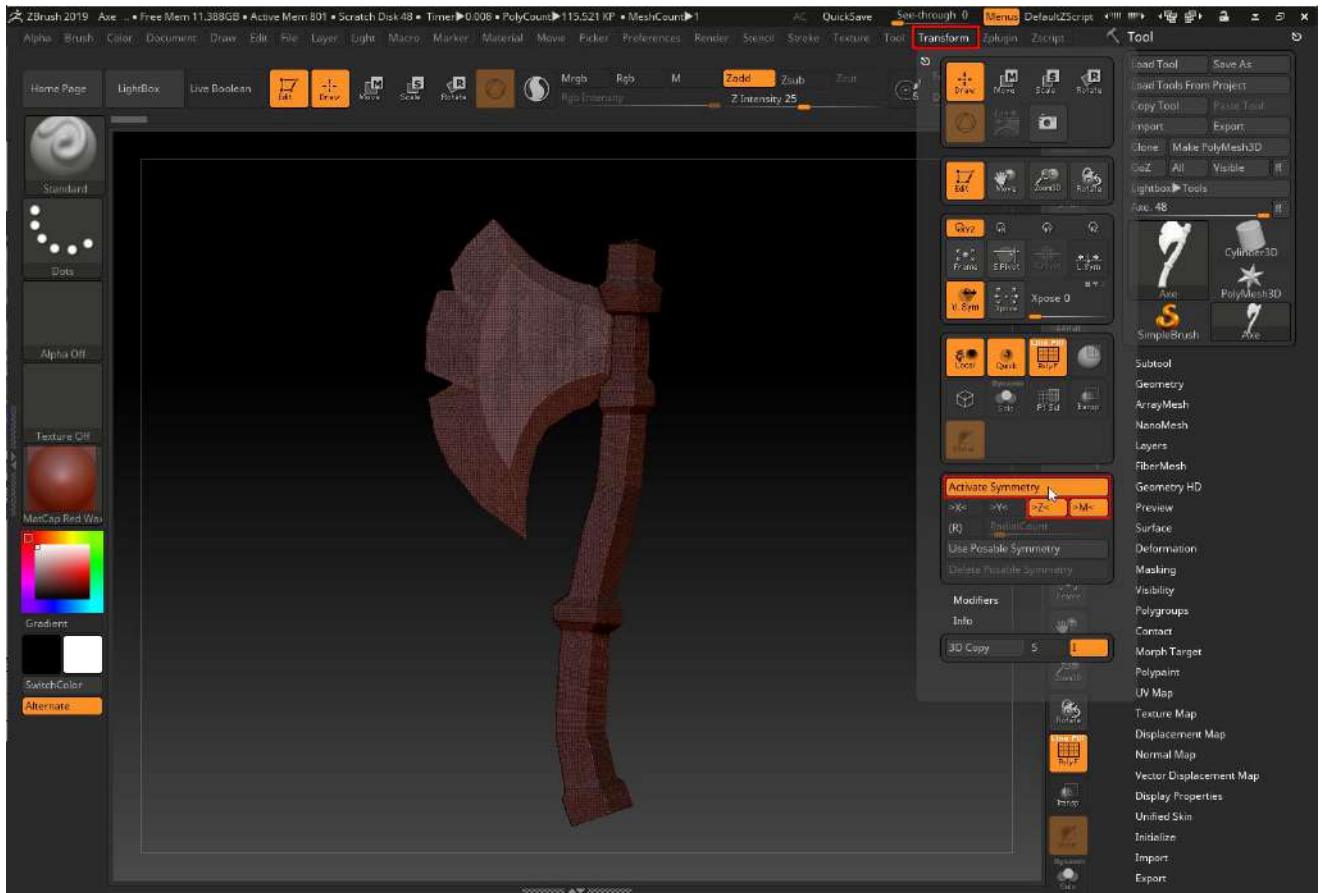


Open folder and you can see ZPR and ZTL files

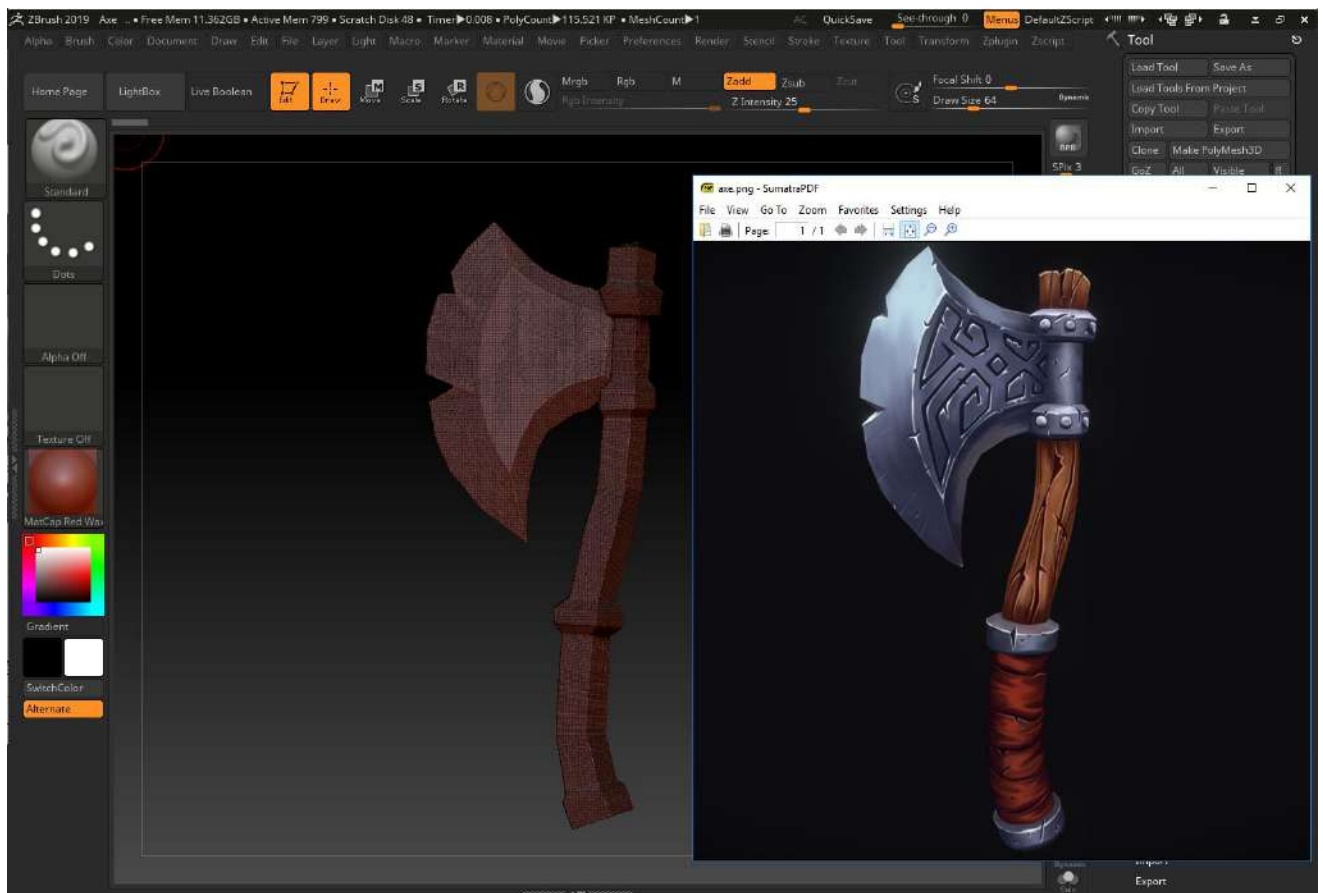




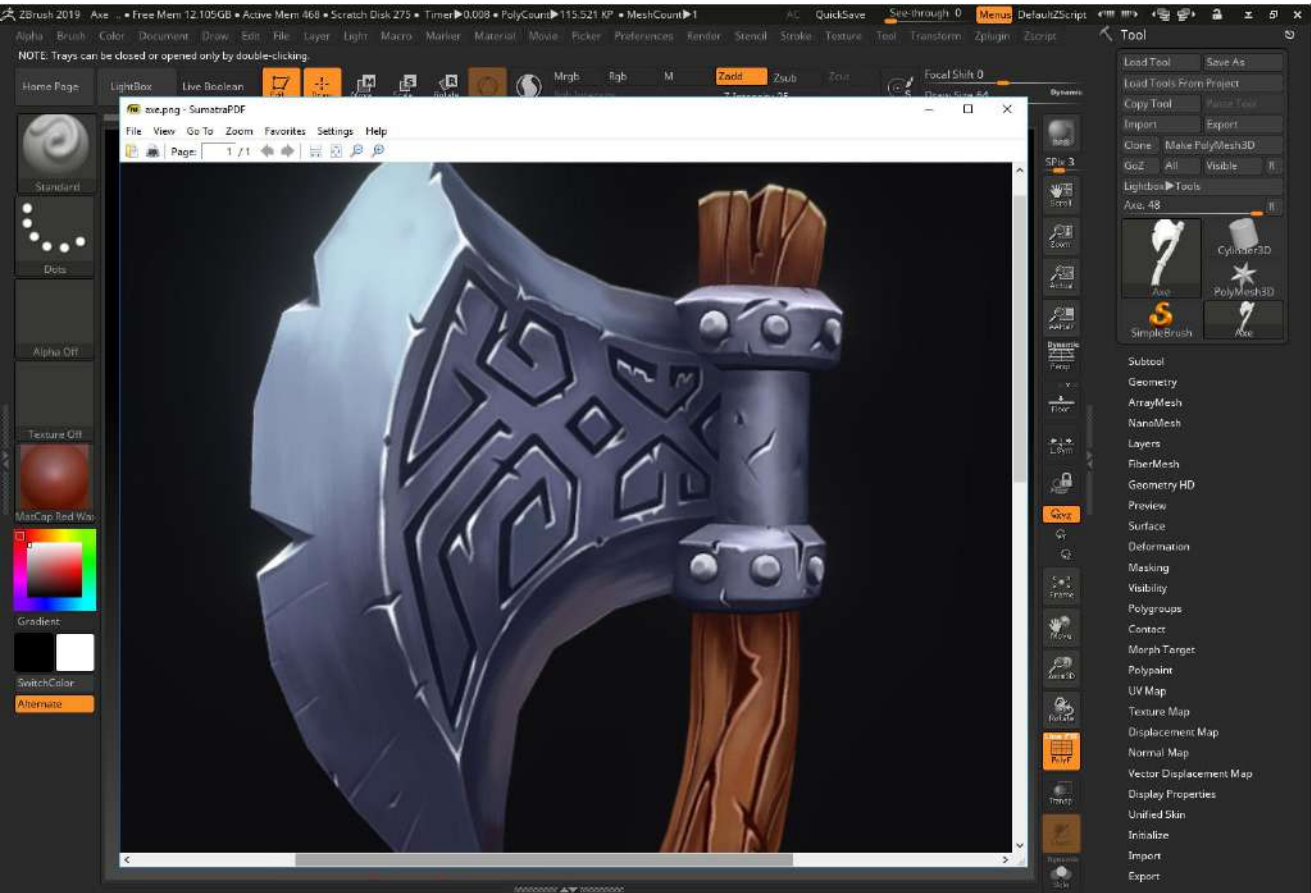
## Turn on symmetry, Transform → Activate Symmetry



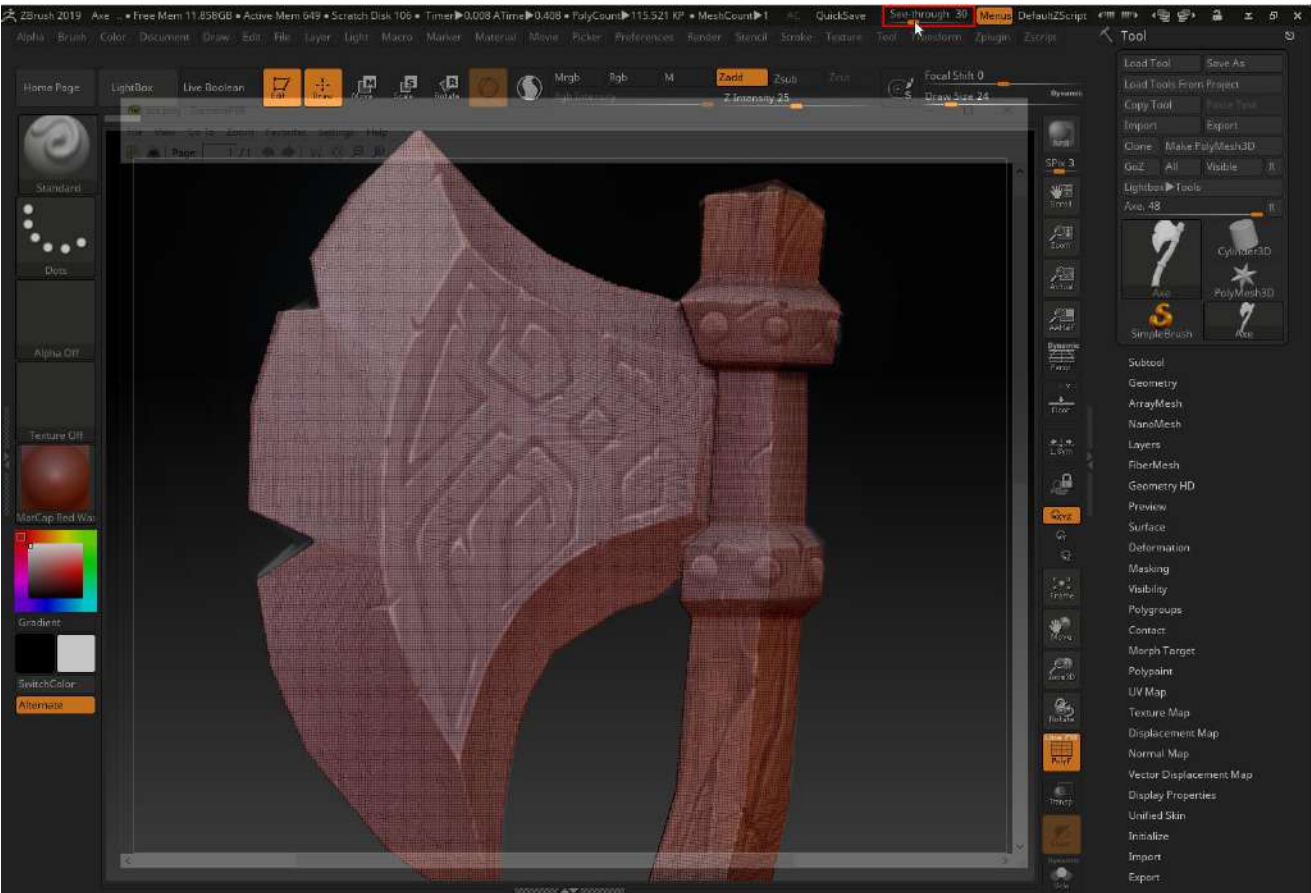
## Open reference picture



Zoom the area, and then put it under Zbrush

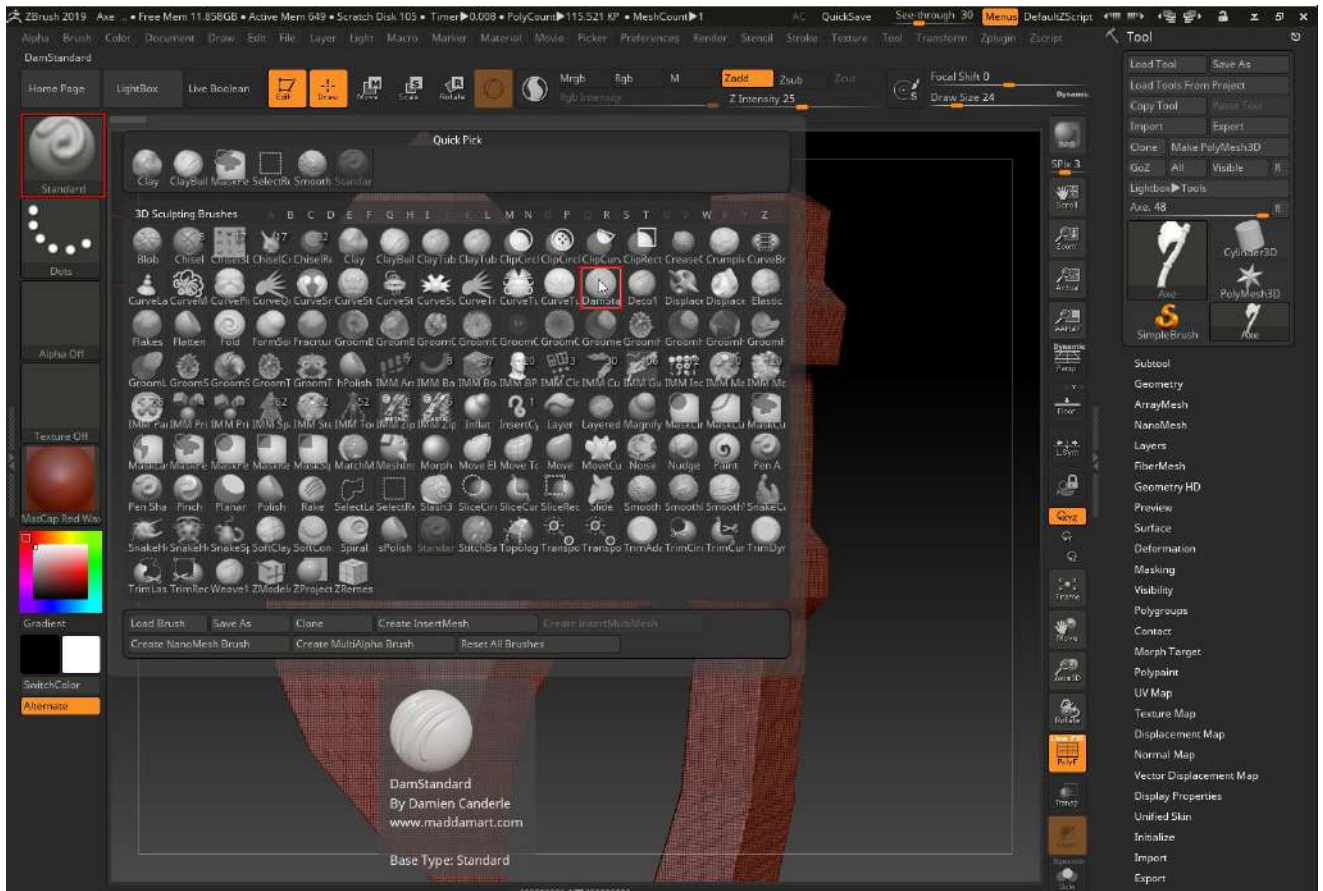


Adjust see-through: 30, and zoom the axe blade

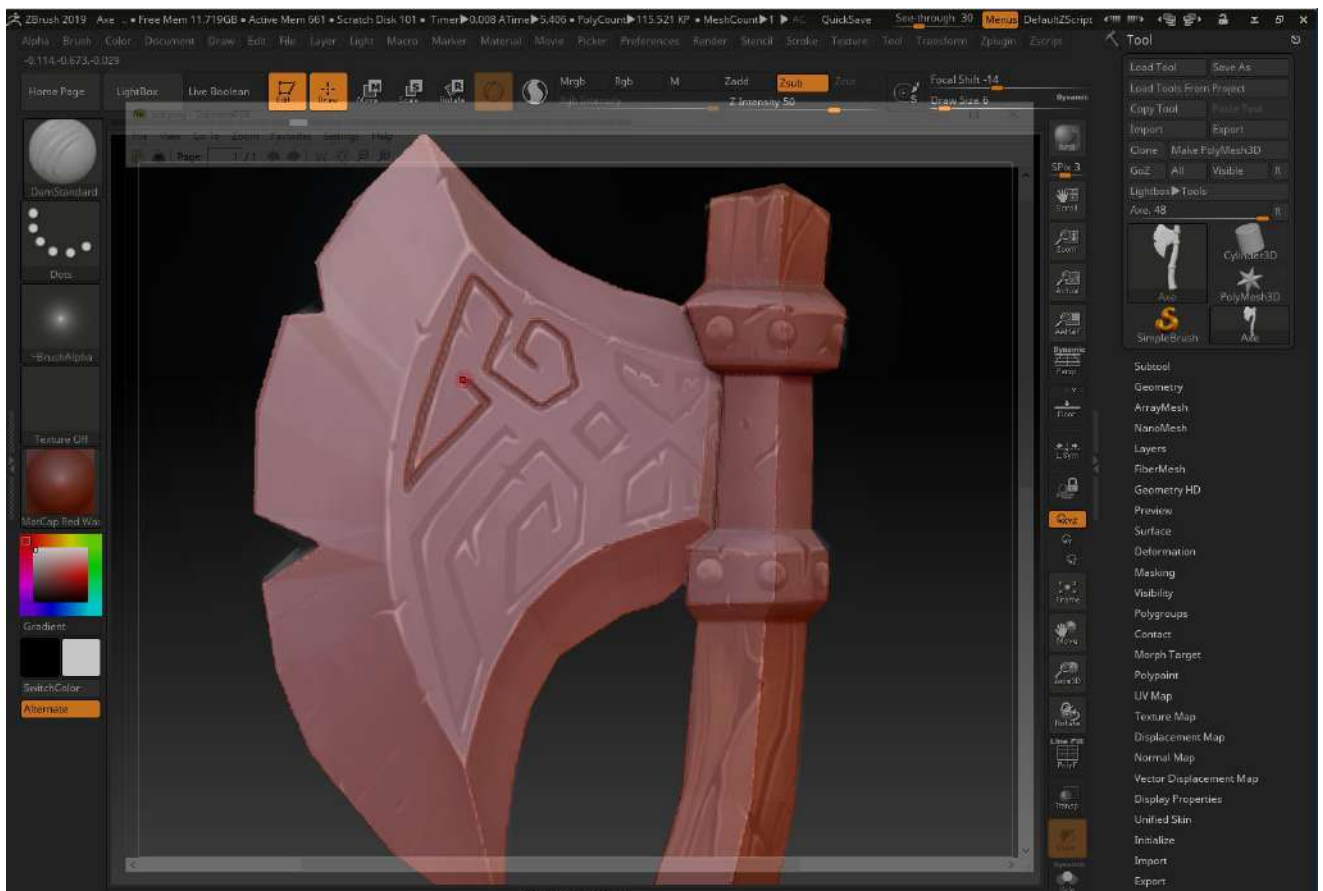




## Select brush → DamStandard

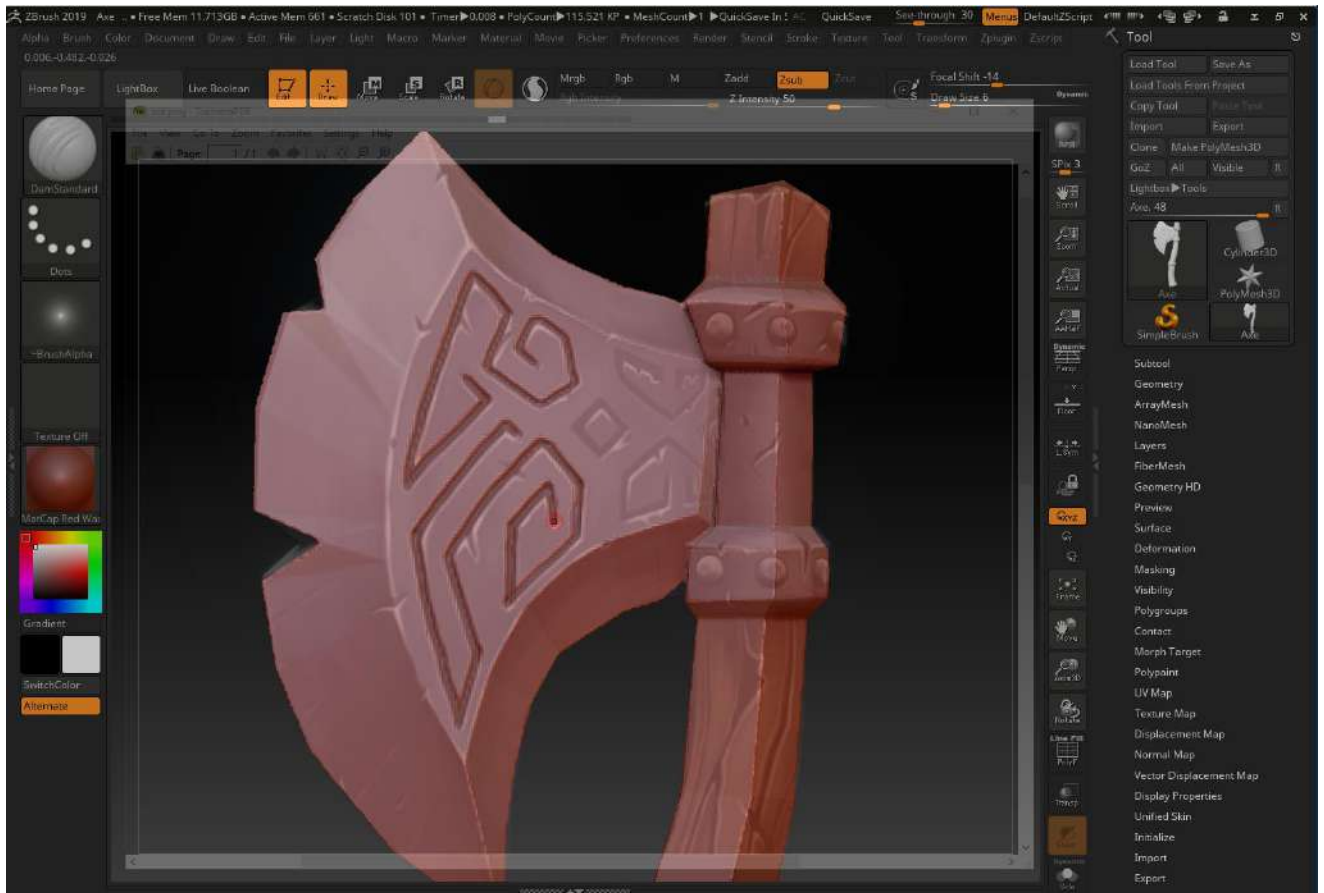


## Adjust the draw size, and you can try draw it

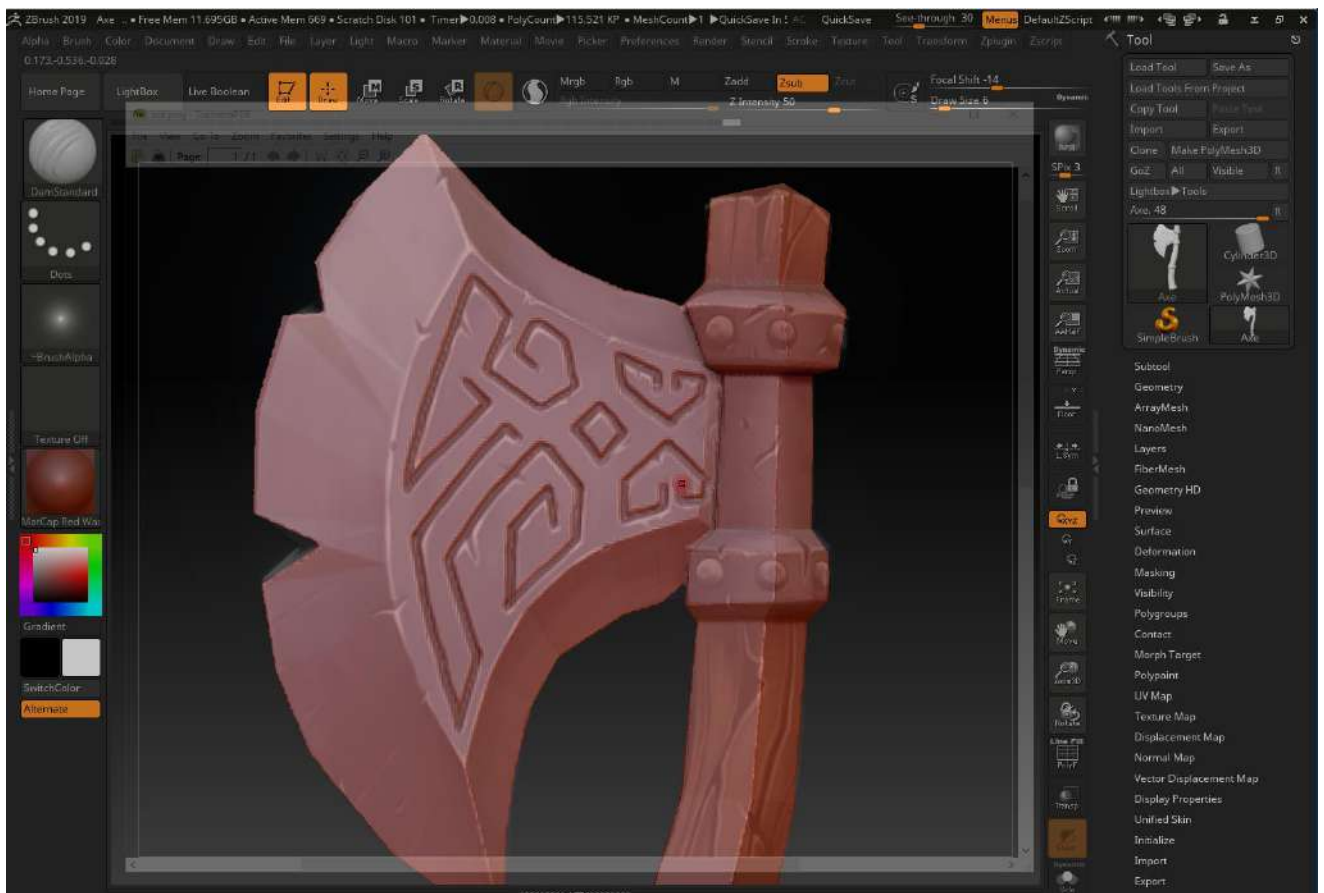




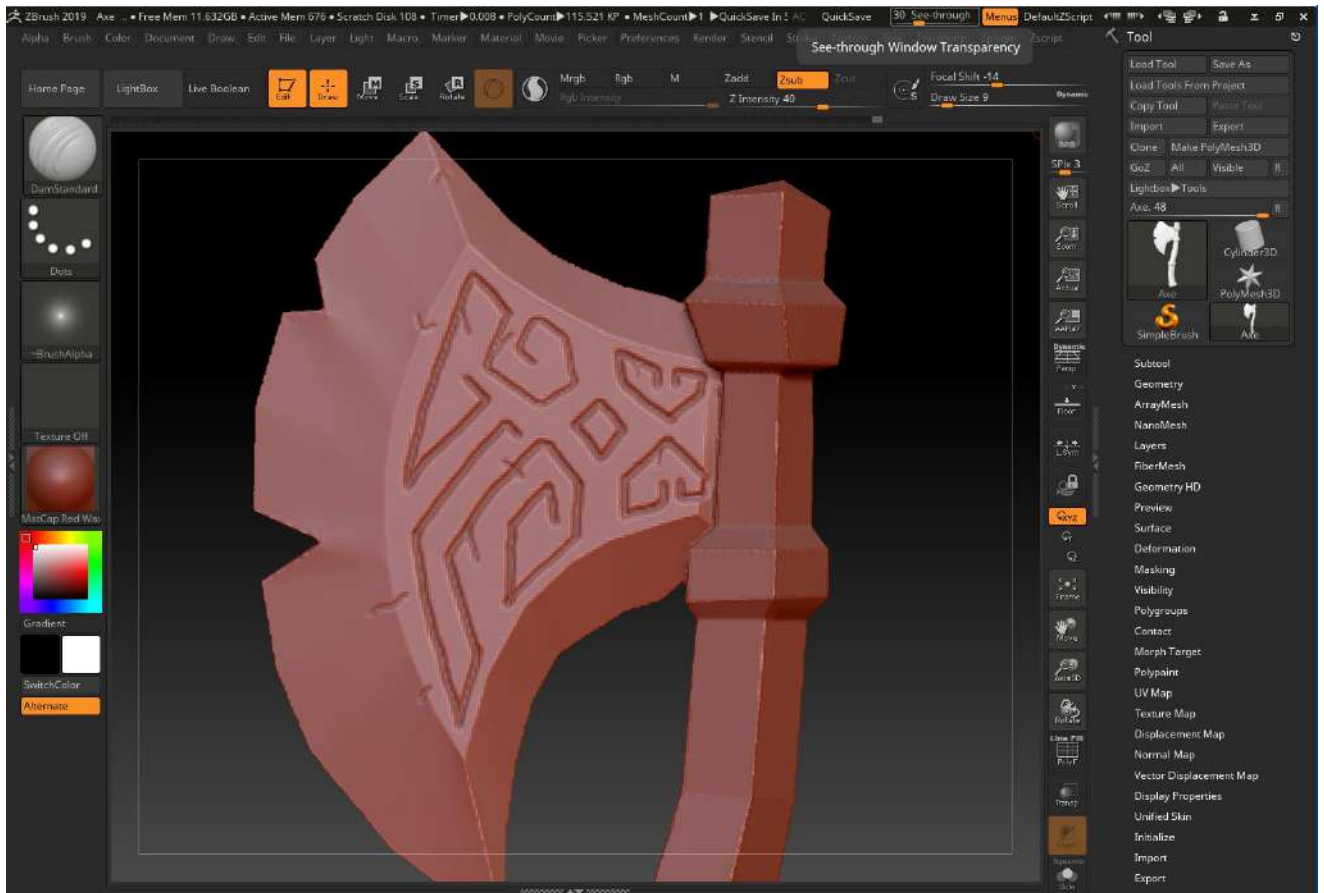
Slowly draw it...



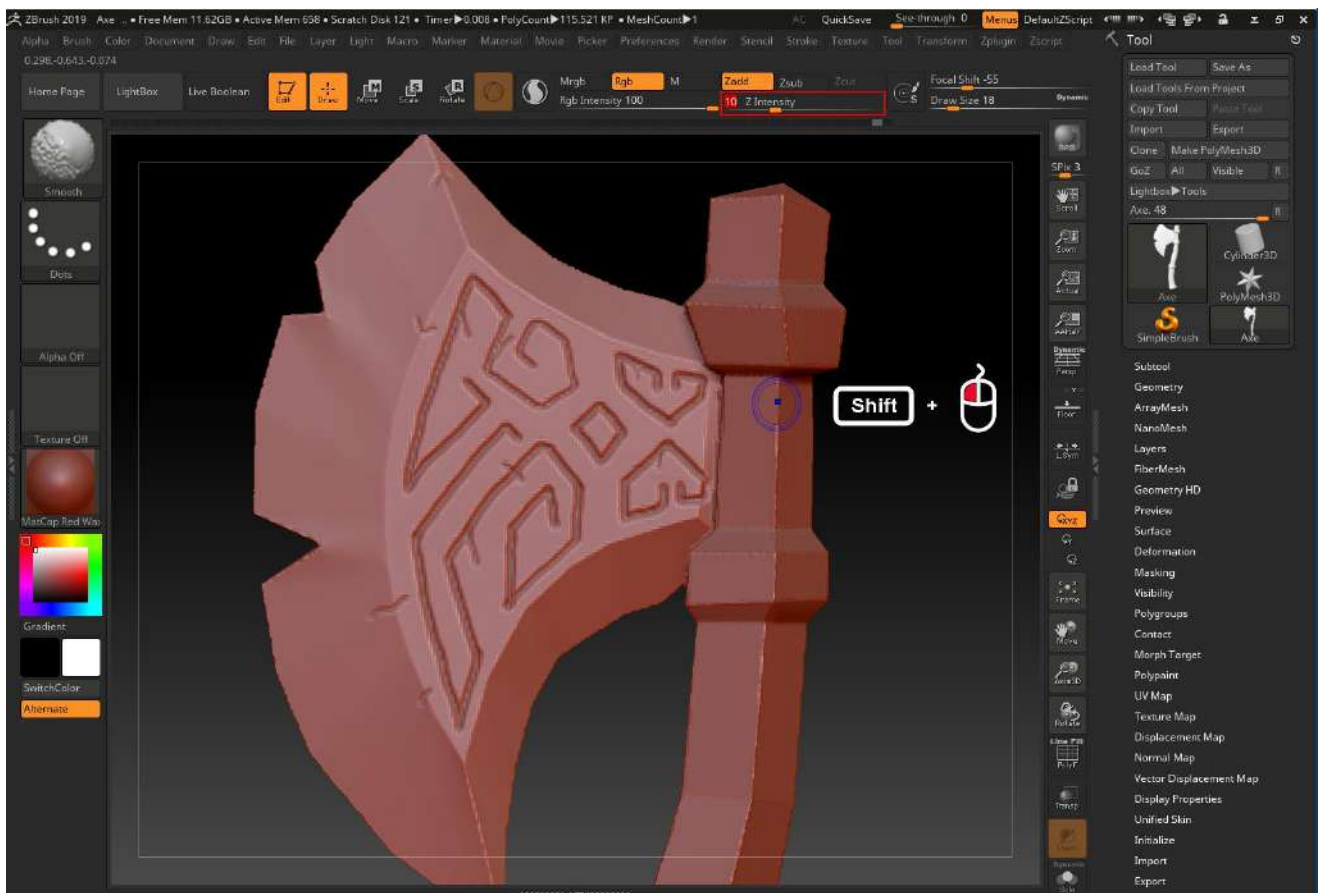
Repeat the same step and draw it



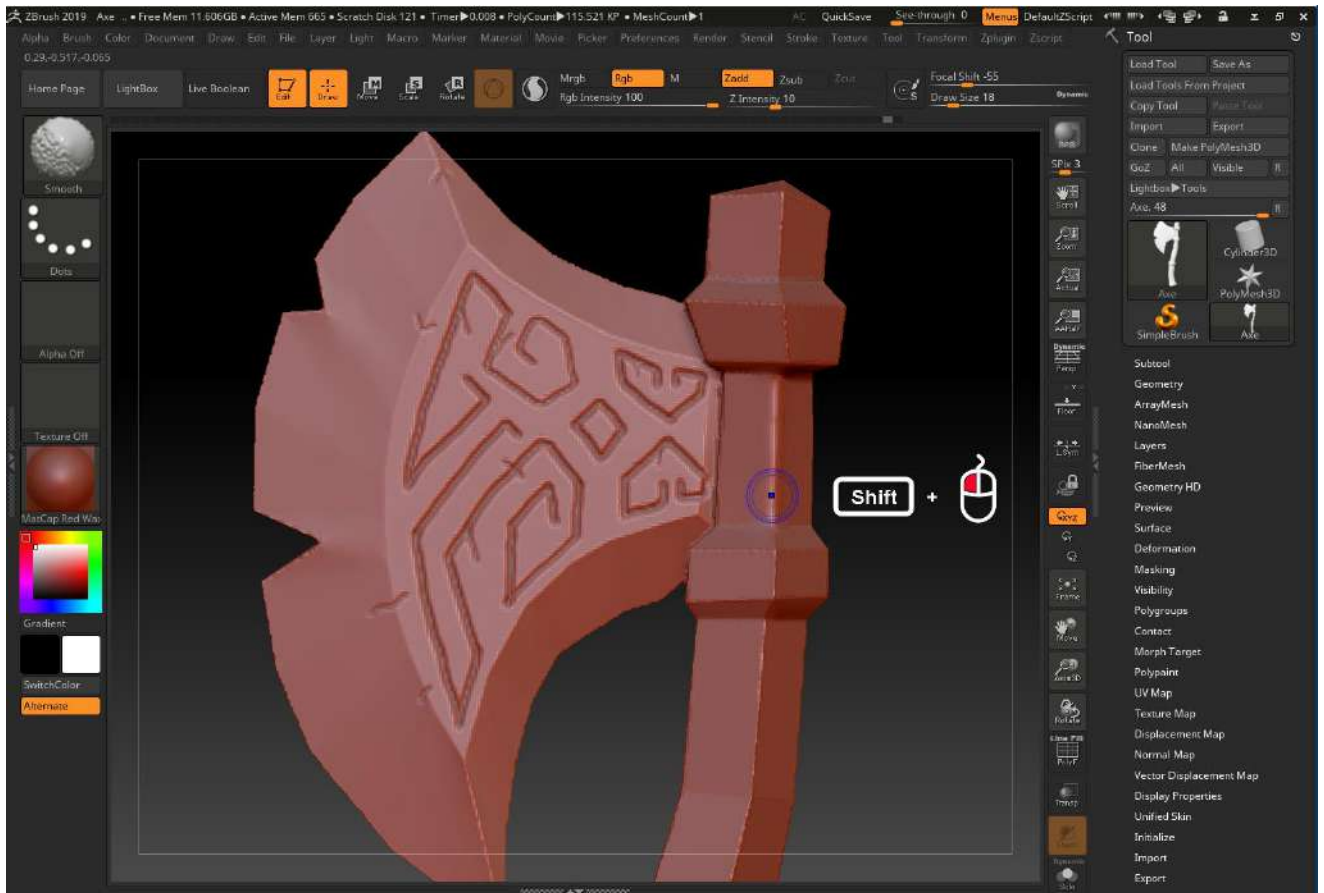
Add more damage detail on axe blade, done...



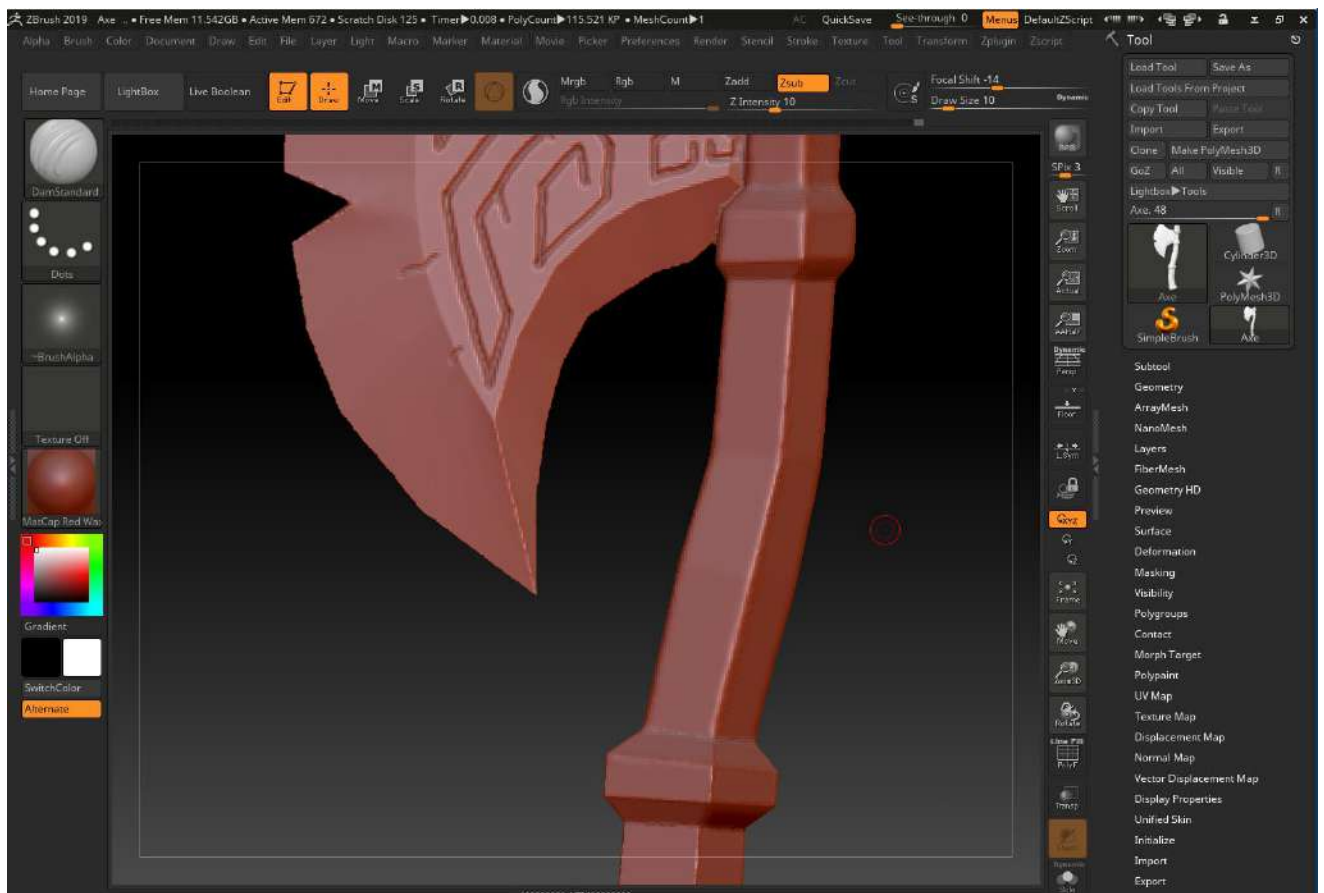
Hold shift to smooth the side and handle, make sure the Z Intensity: 10



Now the side are much more smoother

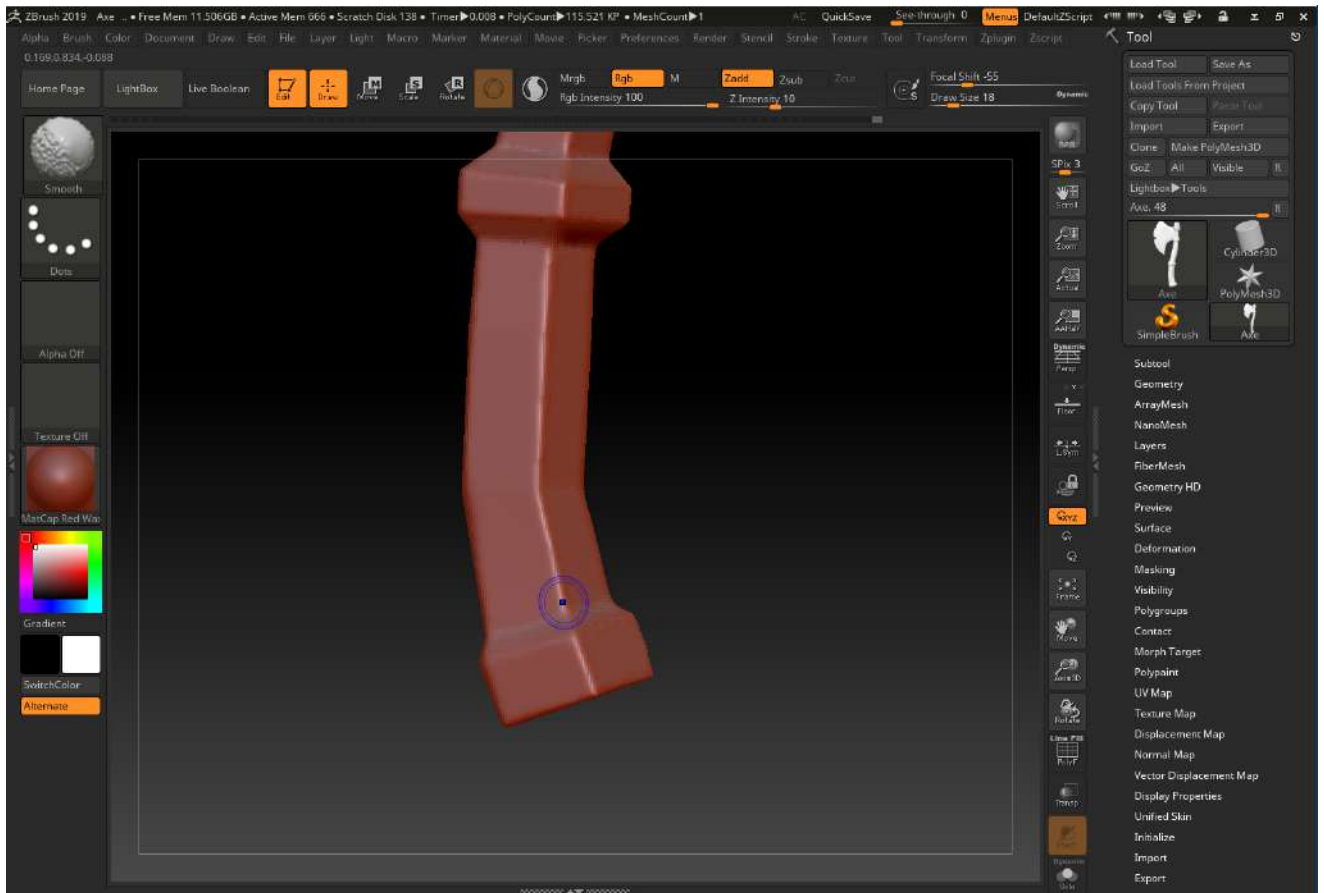


Repeat the same step, hold shift and smooth them

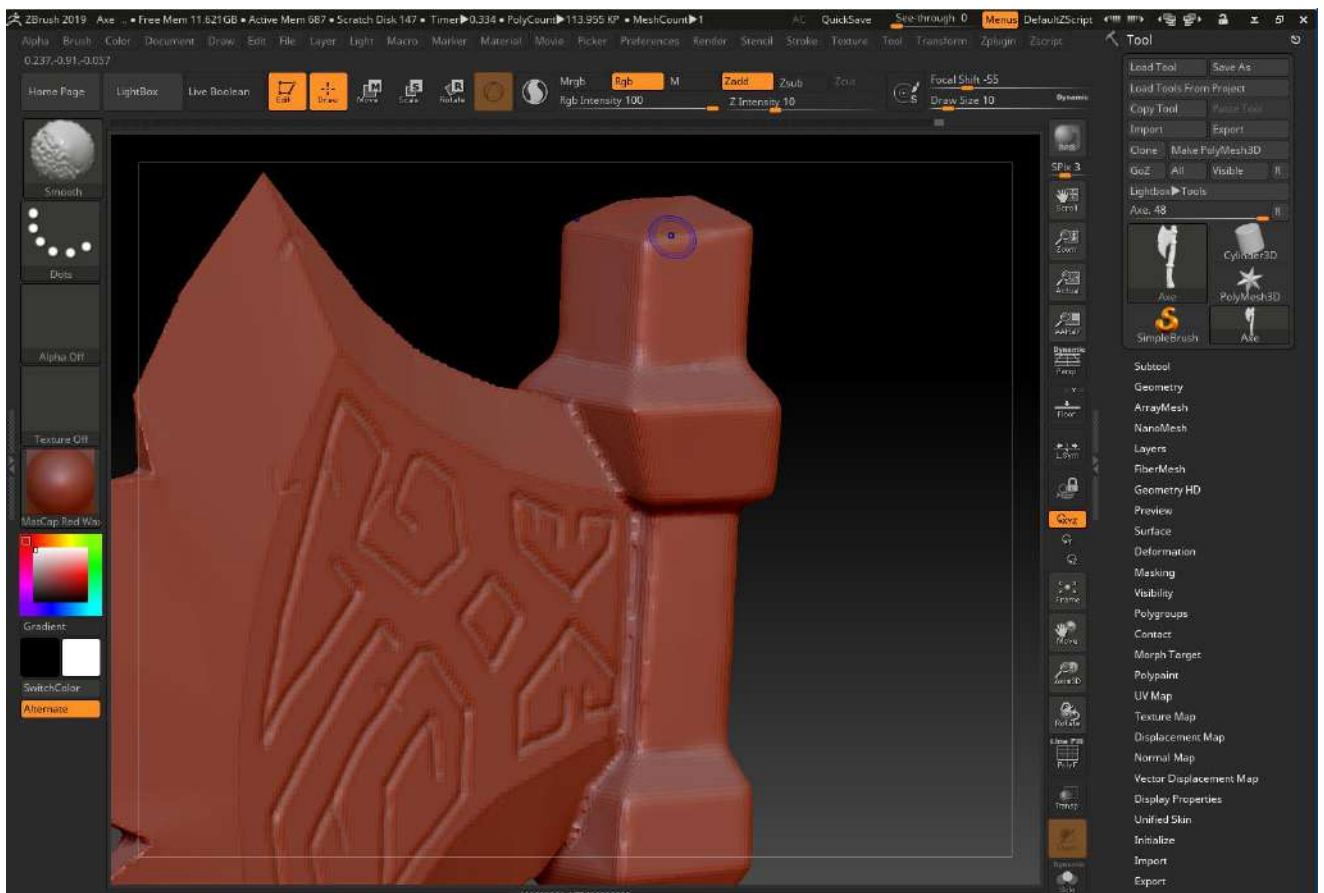




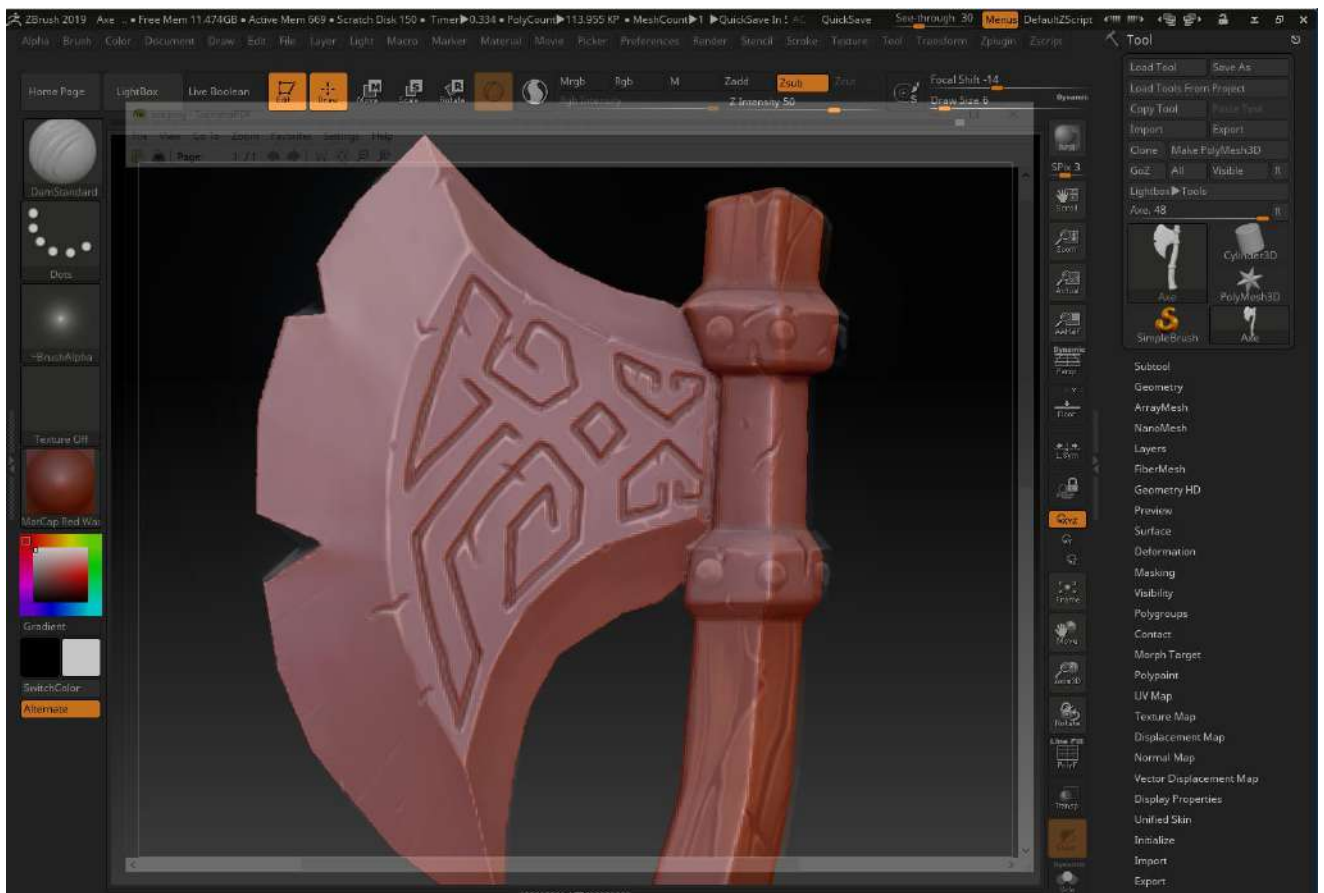
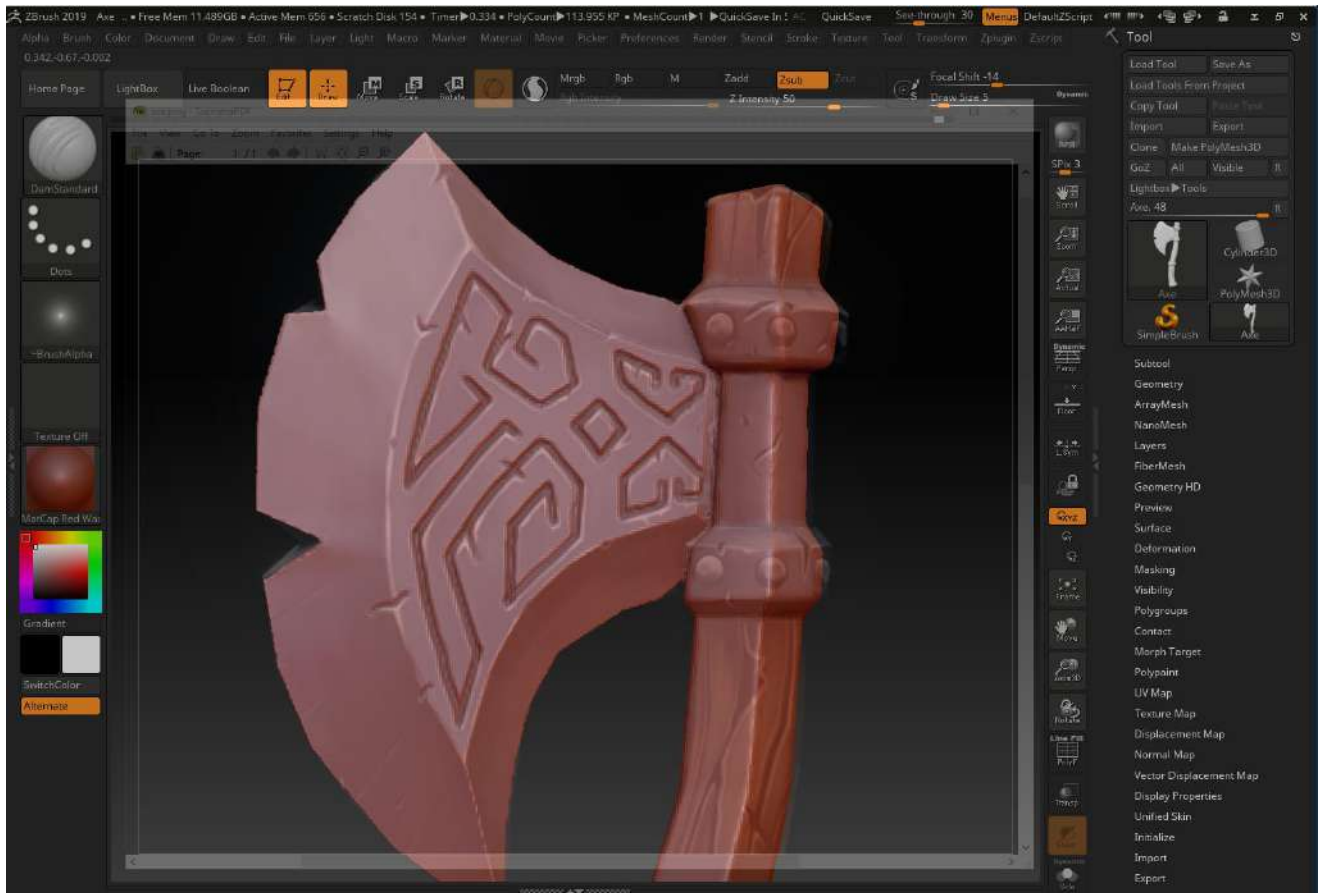
Also smooth the handle part



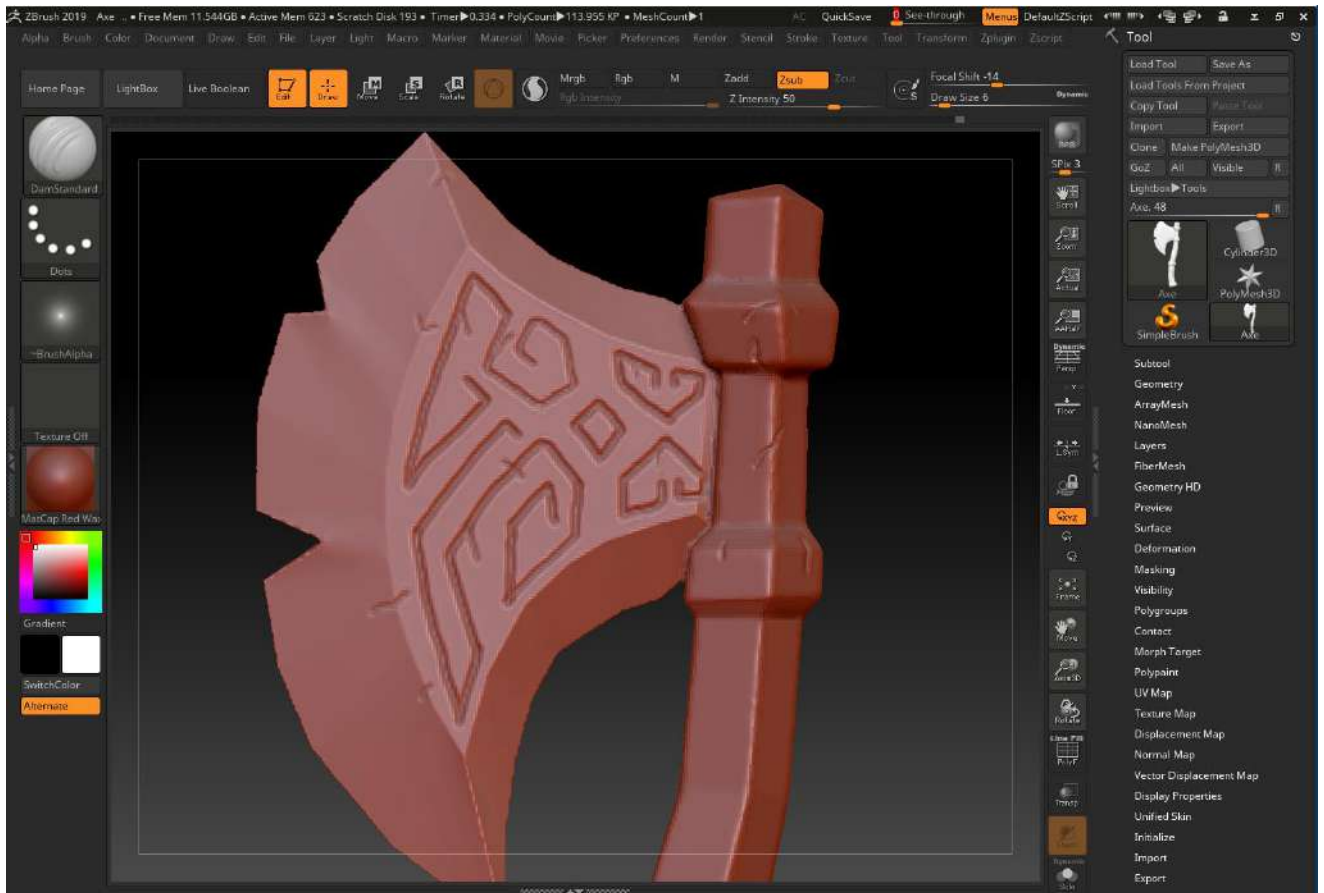
And don't forget smooth the top part



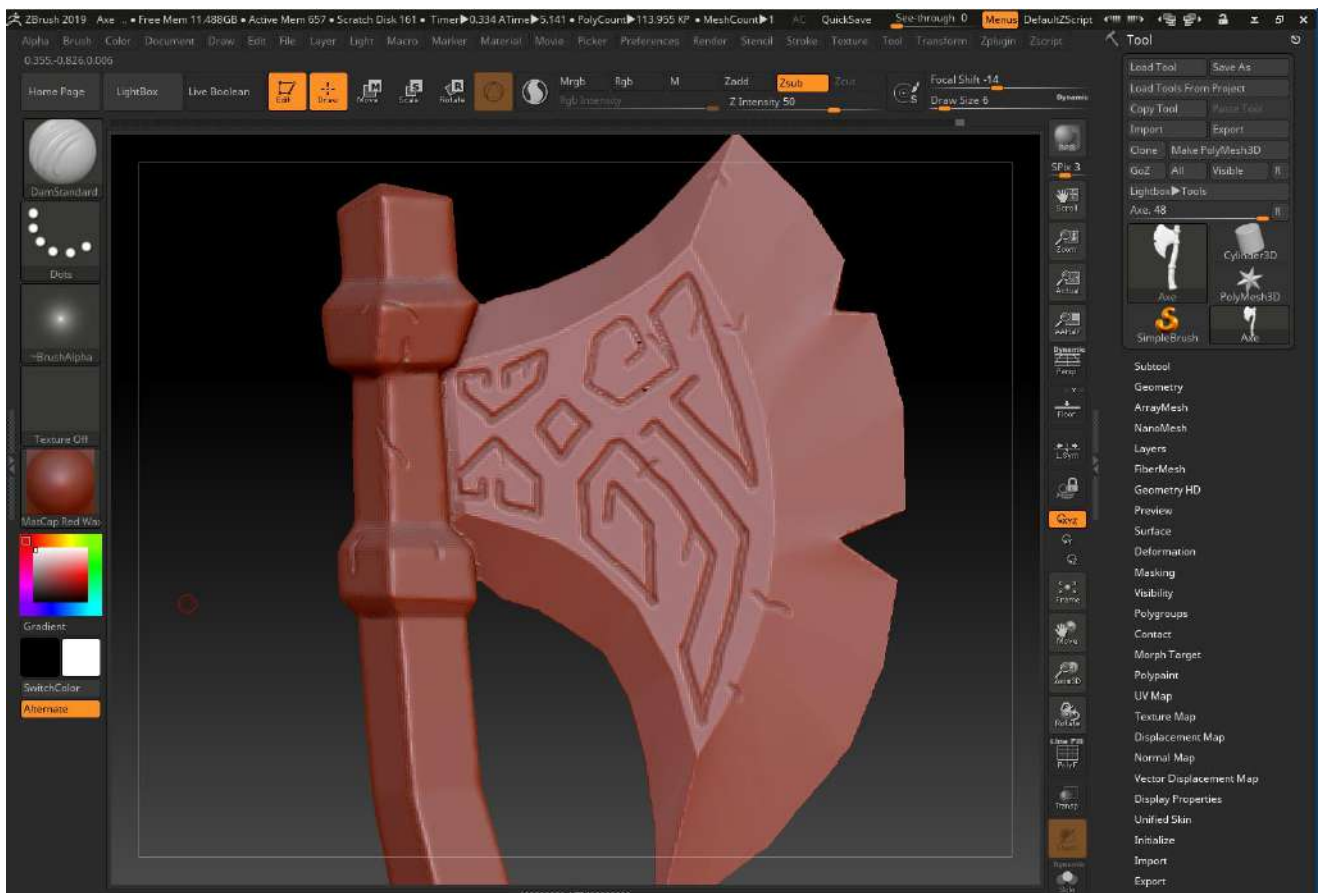
Again, we need add more scratching damage detail



Done

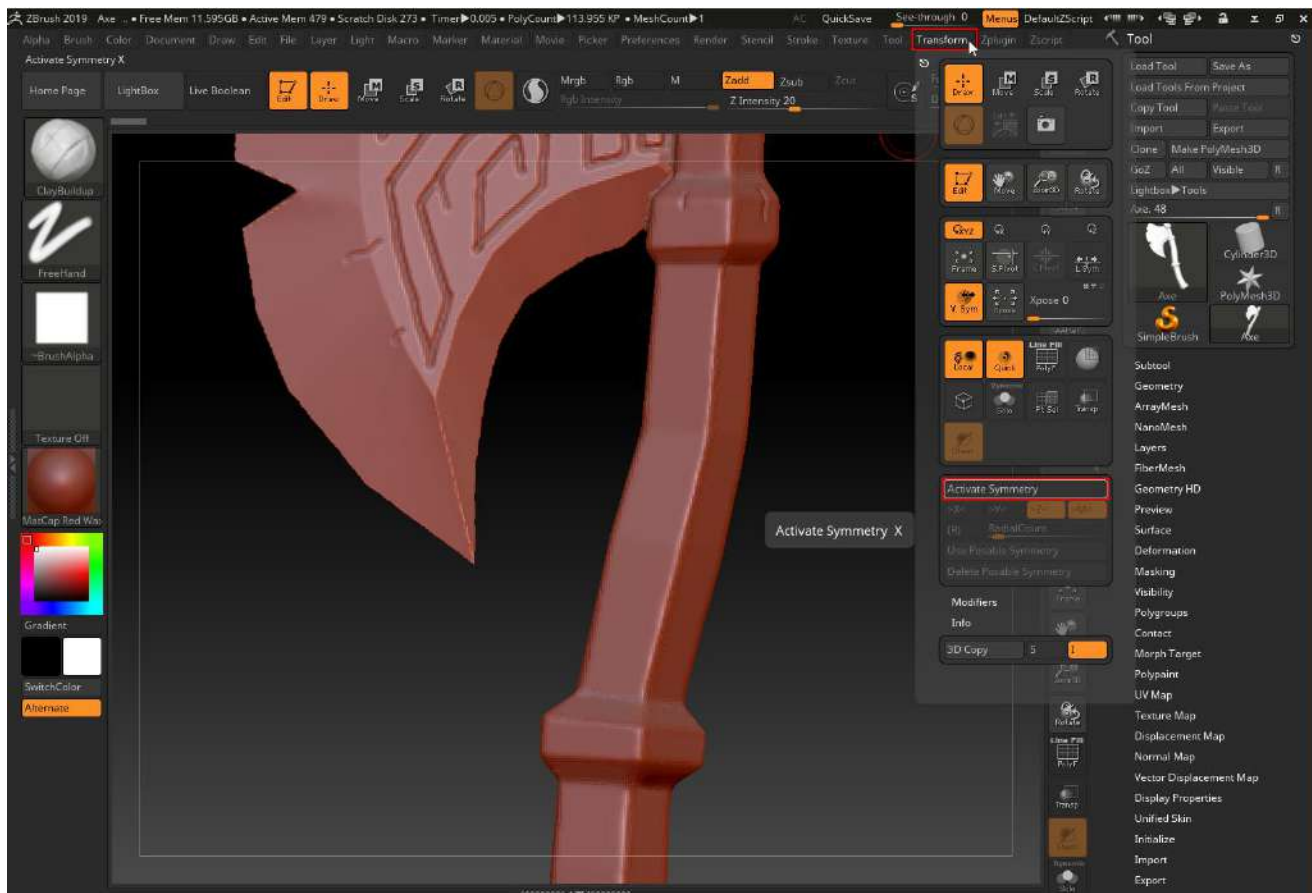


And you can rotate behind and see it, and this the reason why we use symmetry

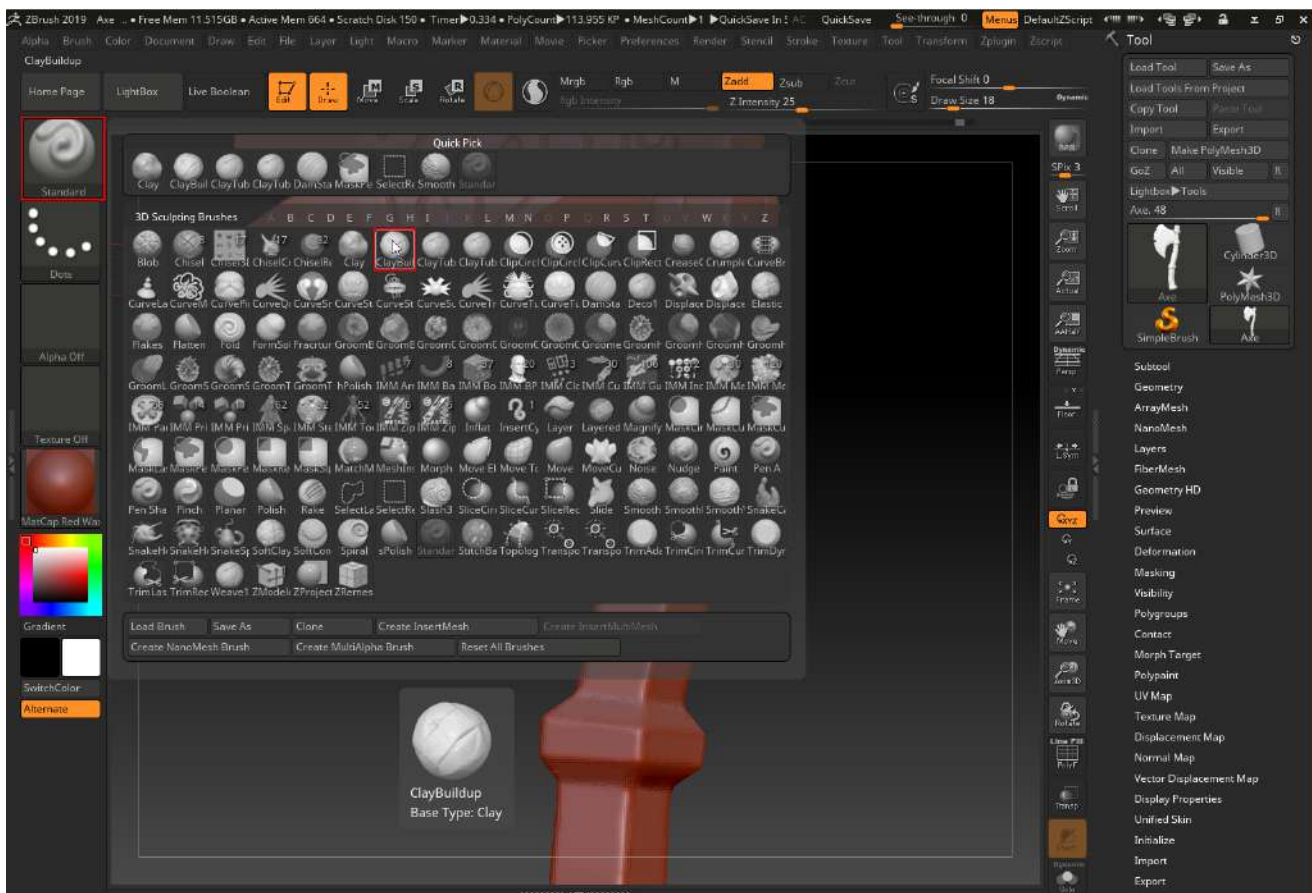




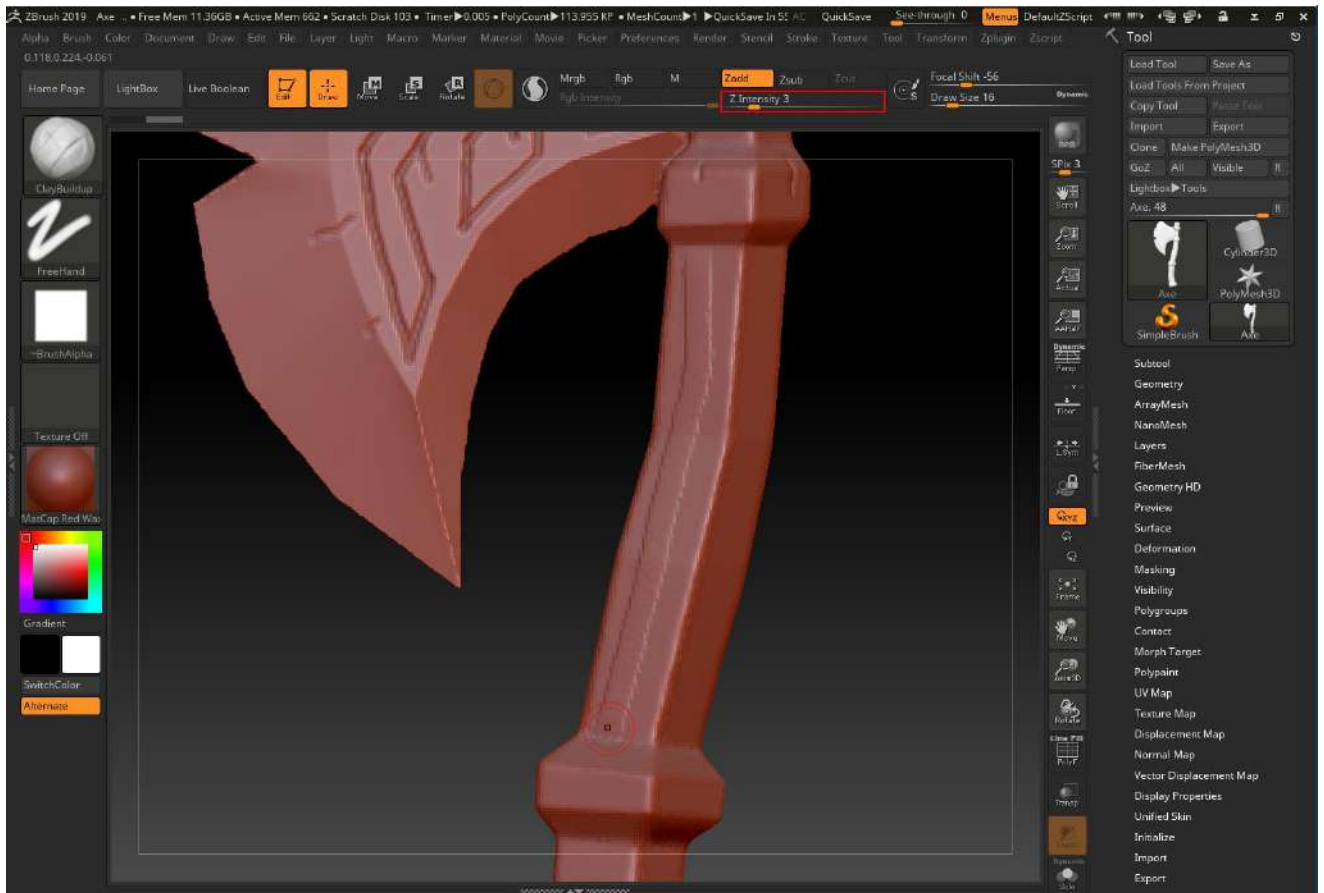
## Turn off symmetry



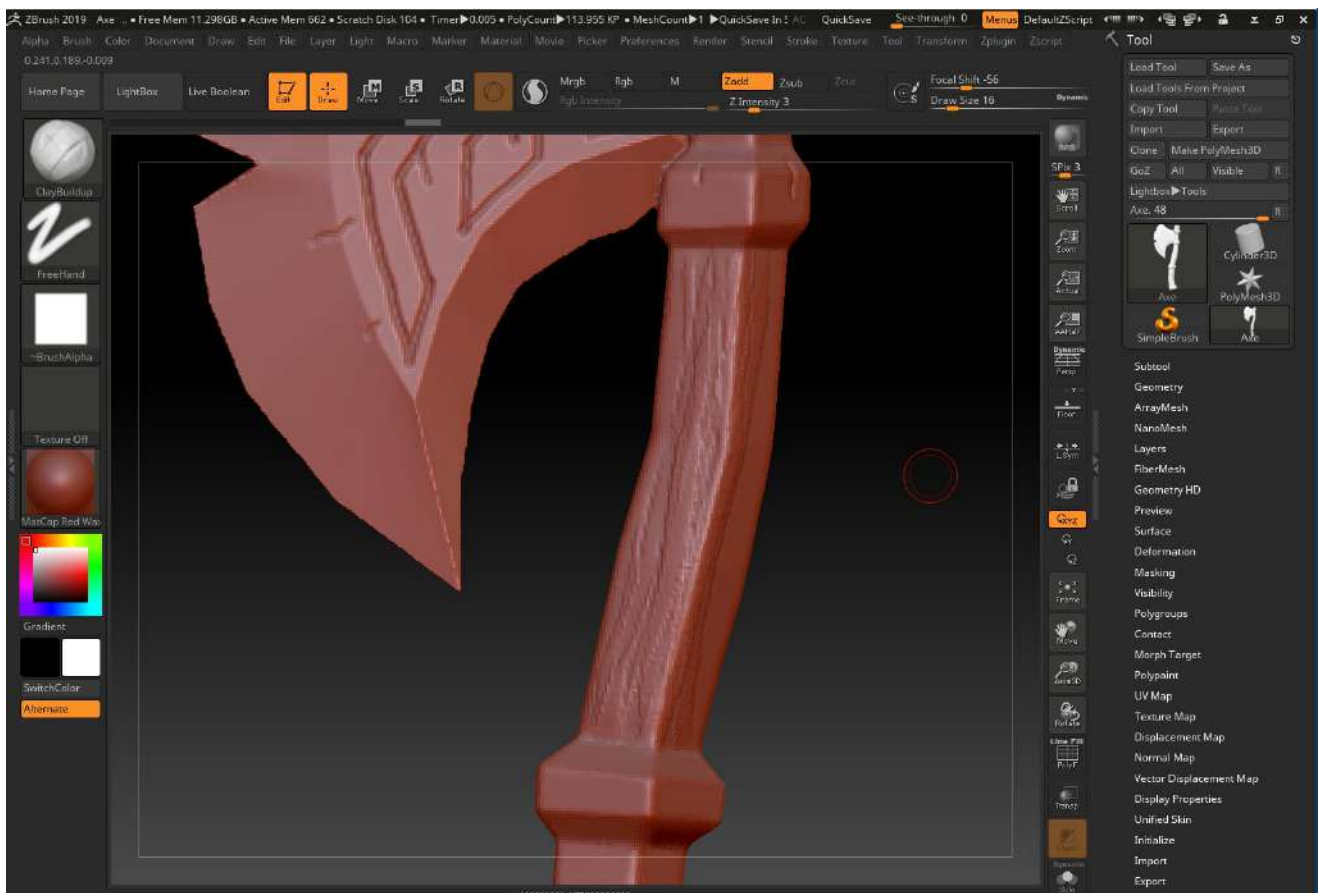
## Select brush → ClayBuildup



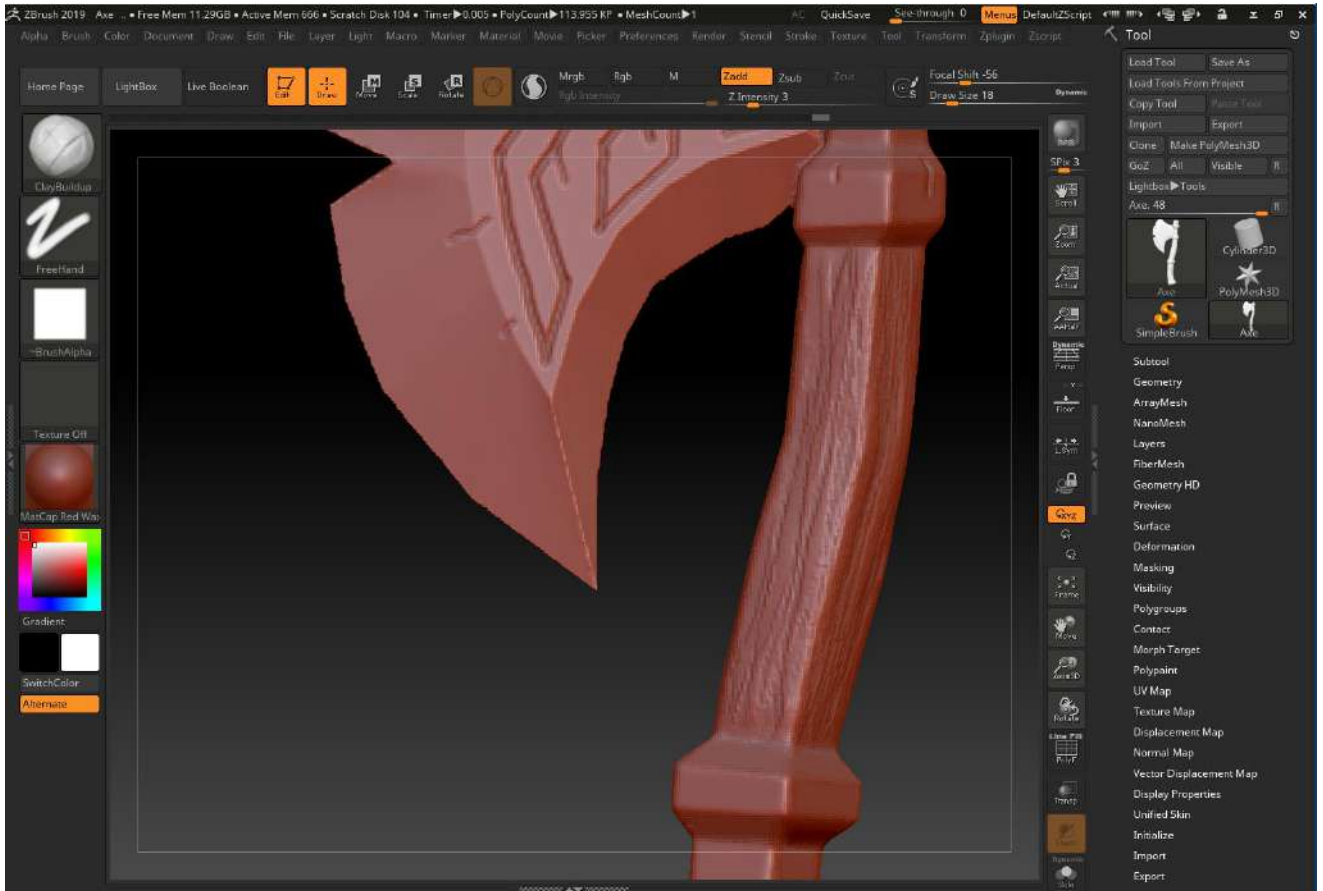
## Adjust Z Intensity: 3 , and try to draw wood bump



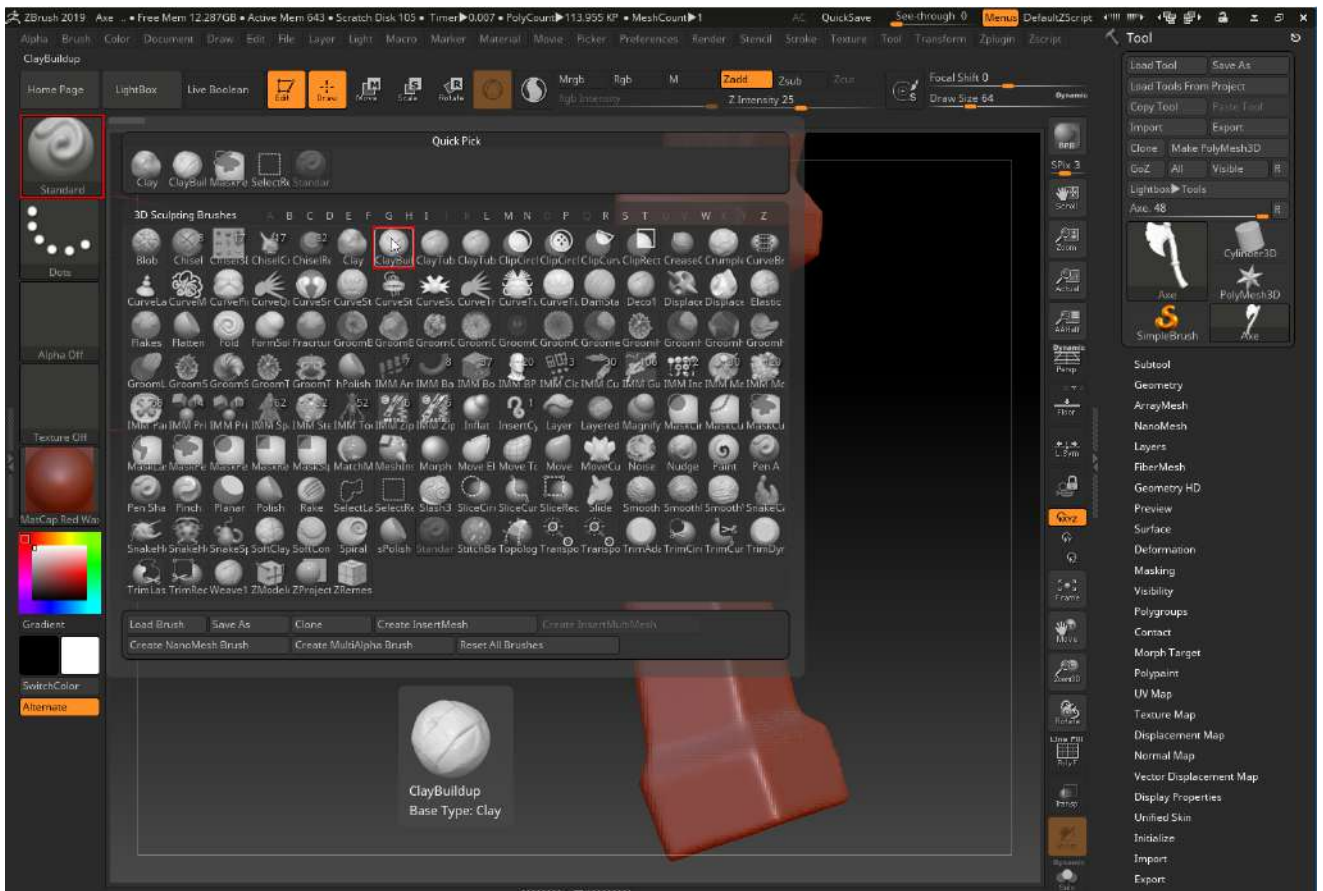
## Repeat the same step, keep drawing it



Done

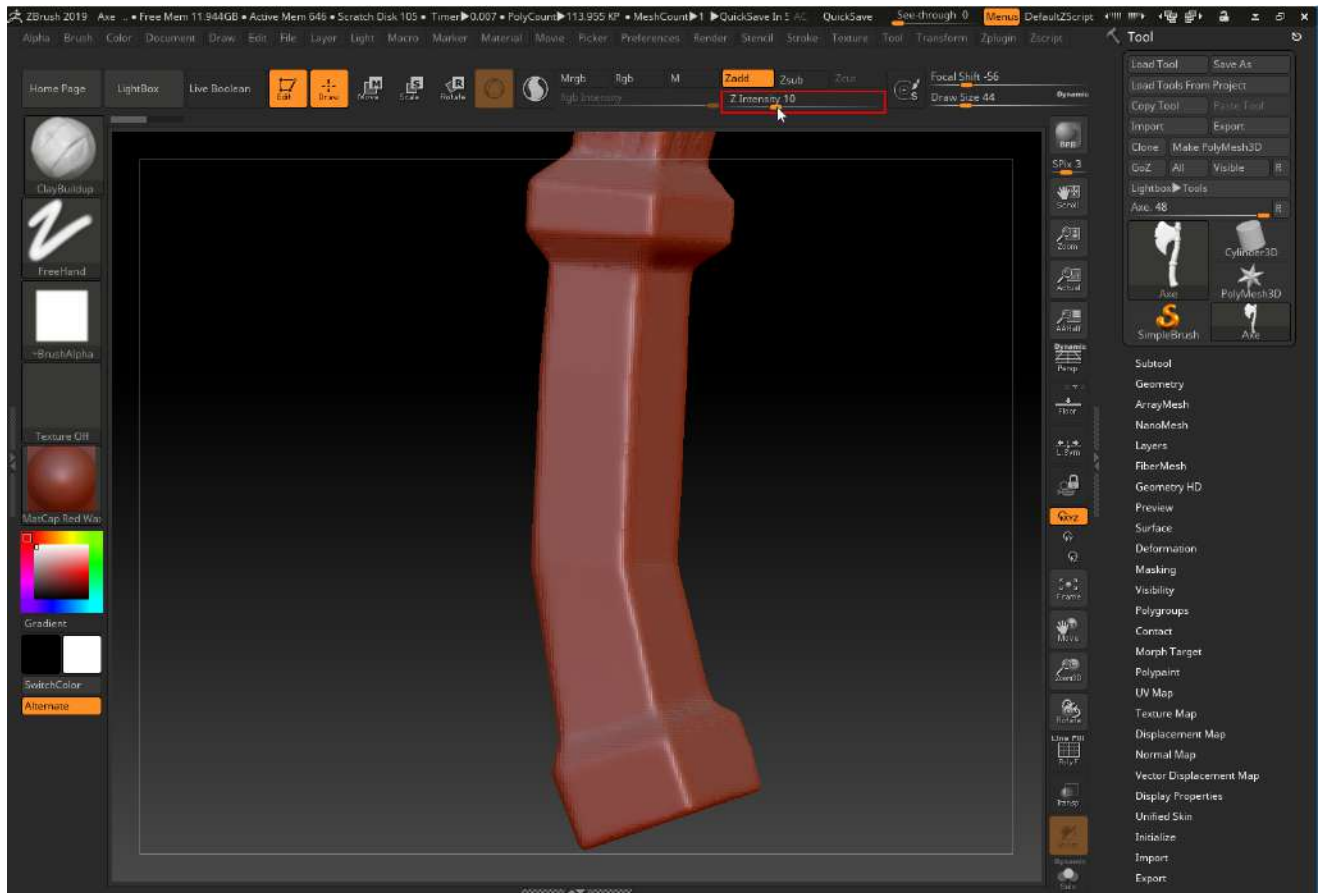


Again, we use ClayBuildup for handle part

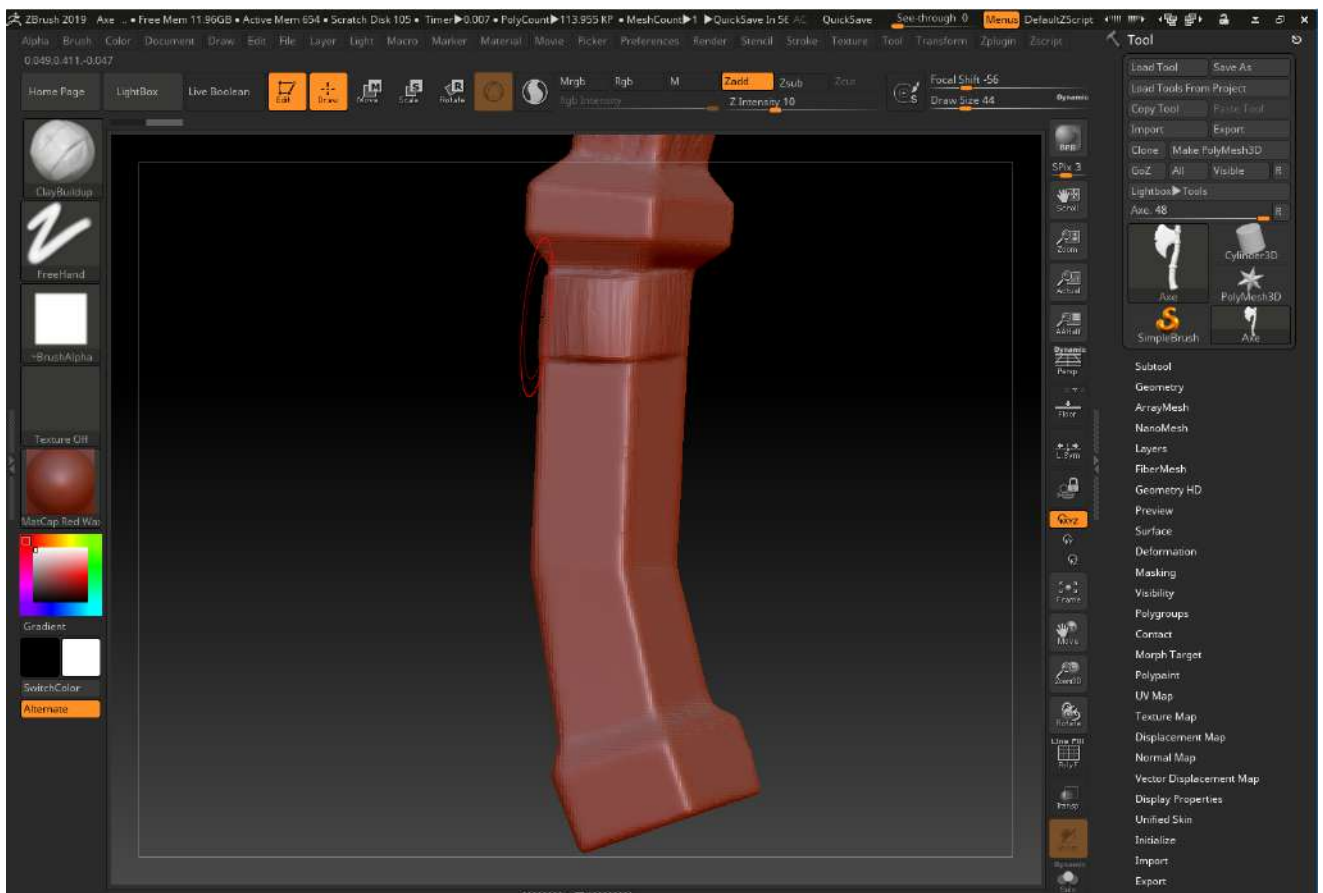




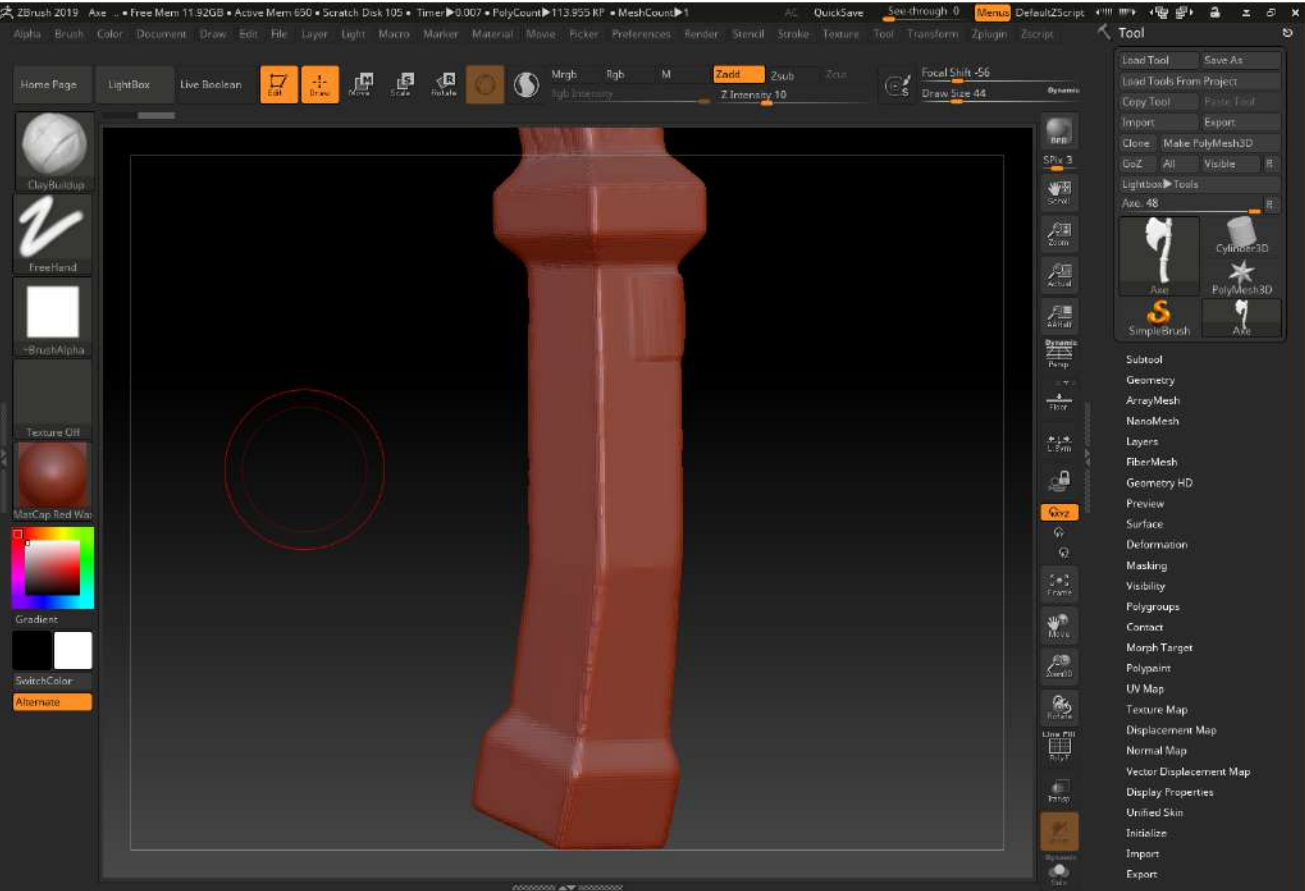
## Adjust Z Intensity: 10



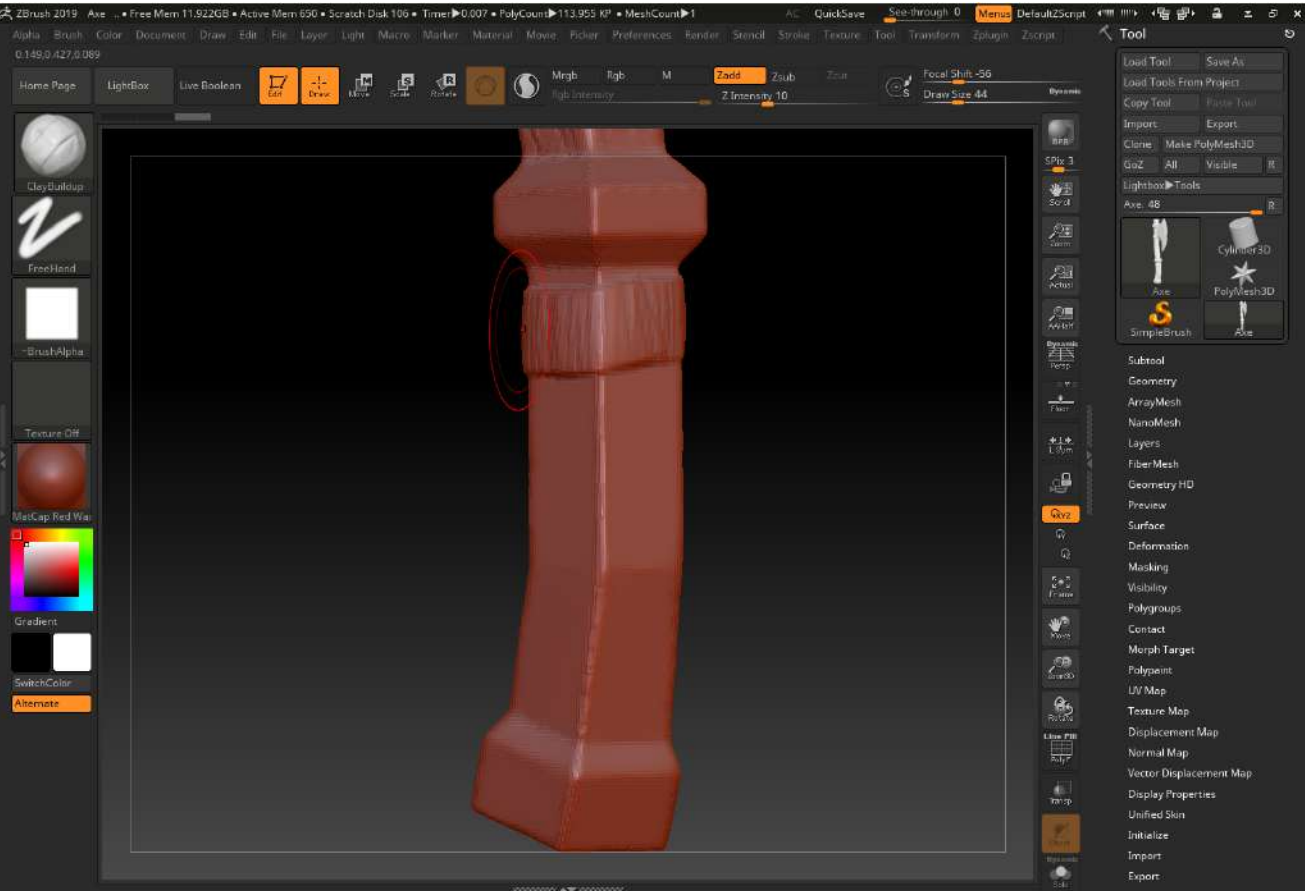
Now draw it, like cloth wrap handle



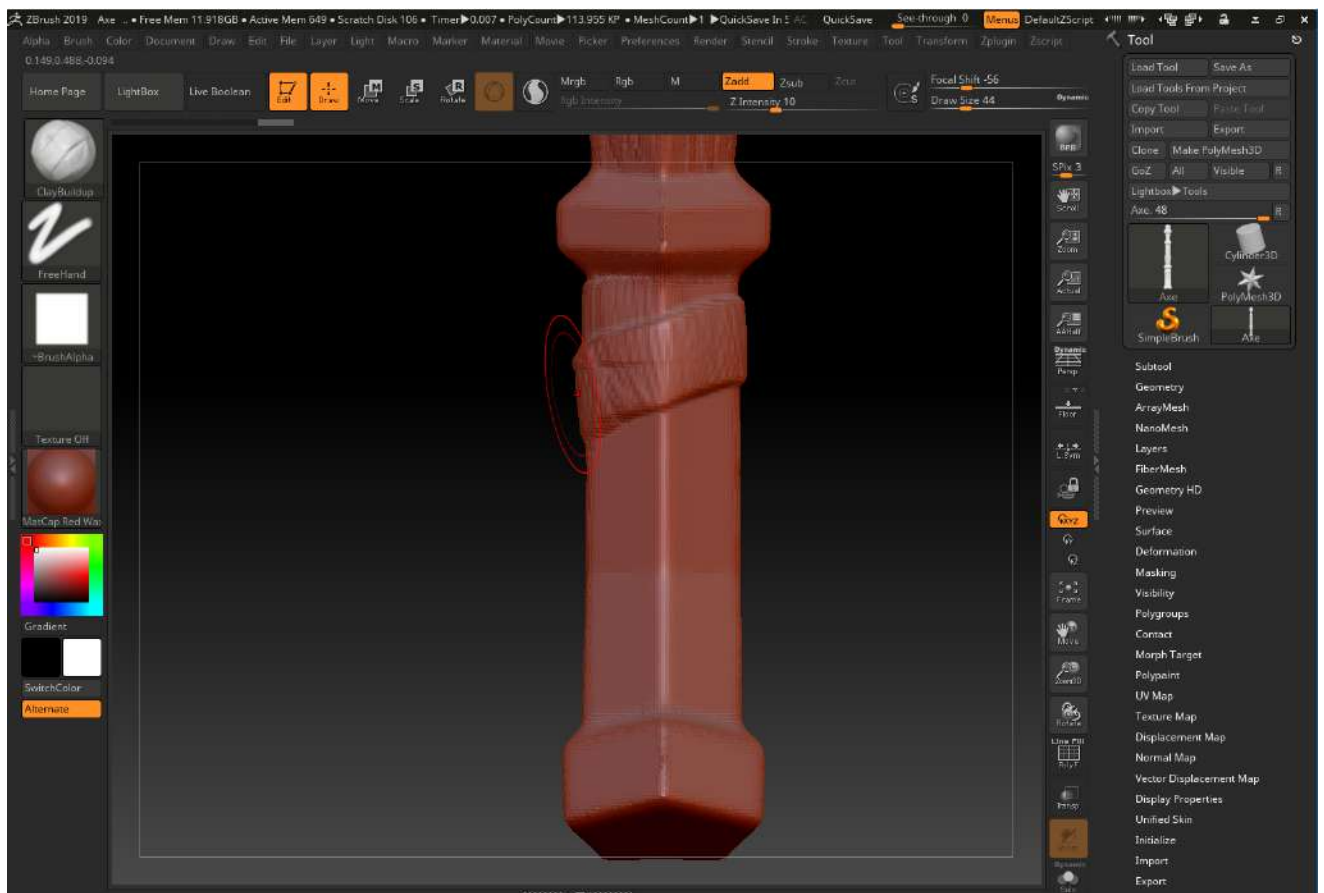
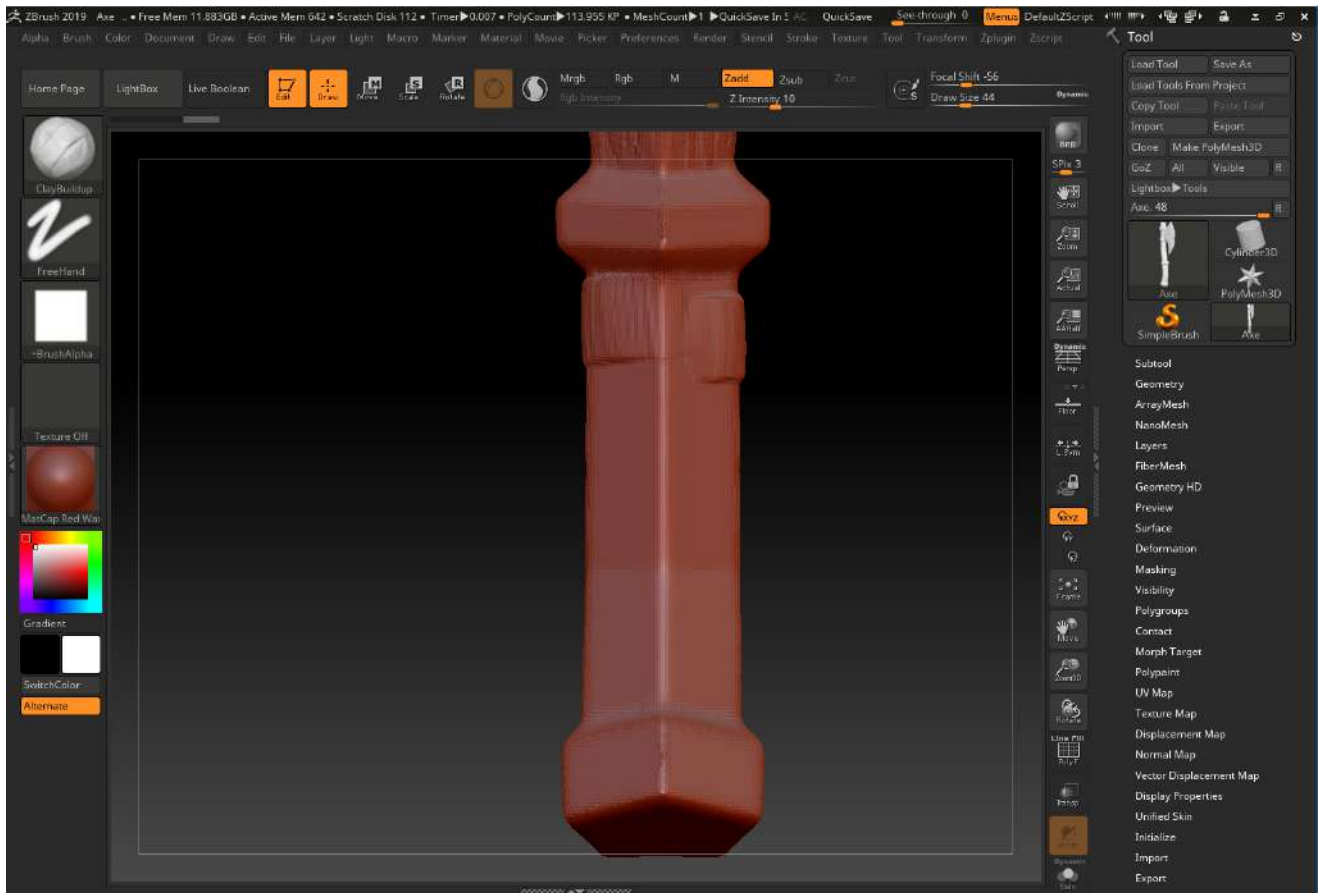
Rotate



Draw it

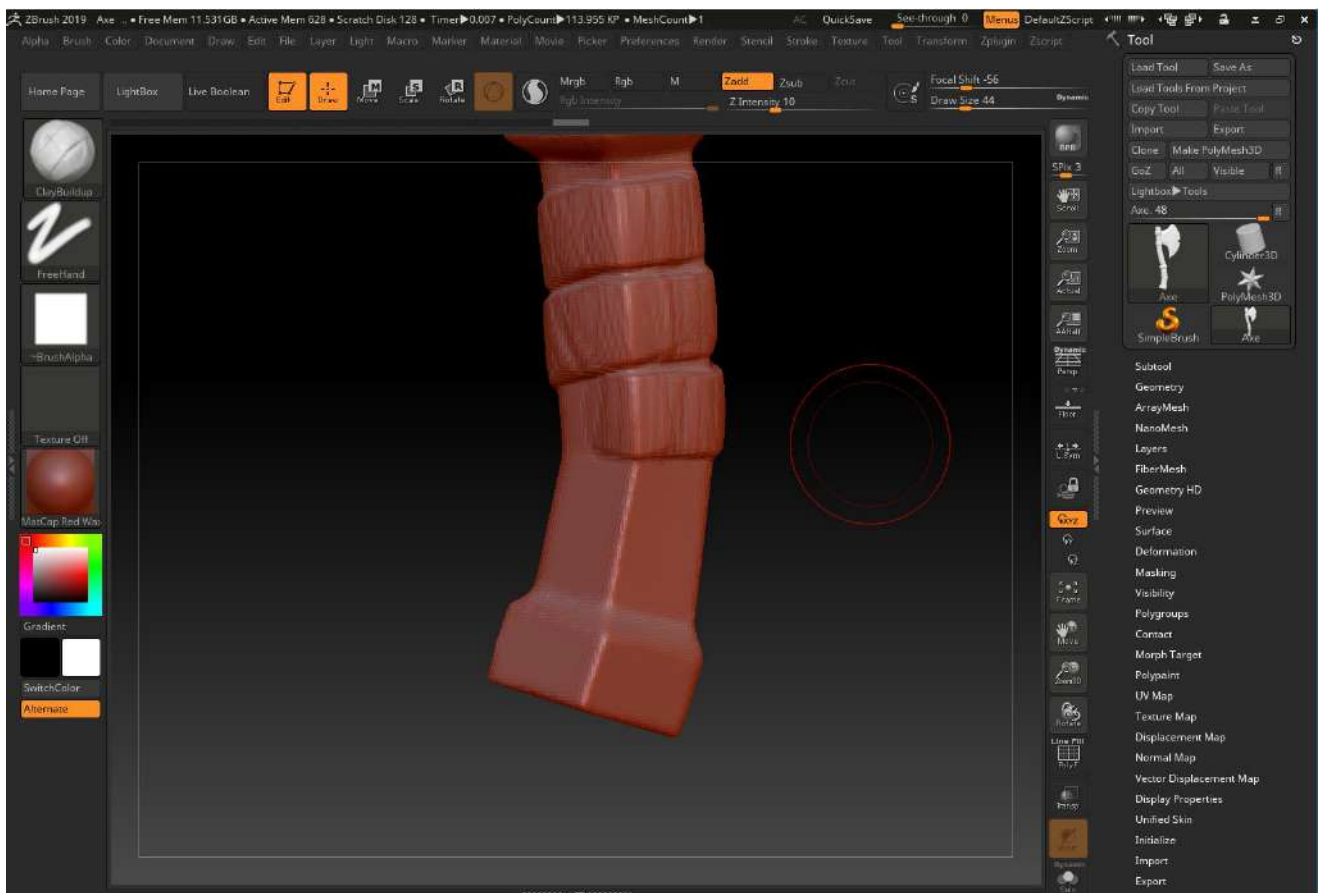
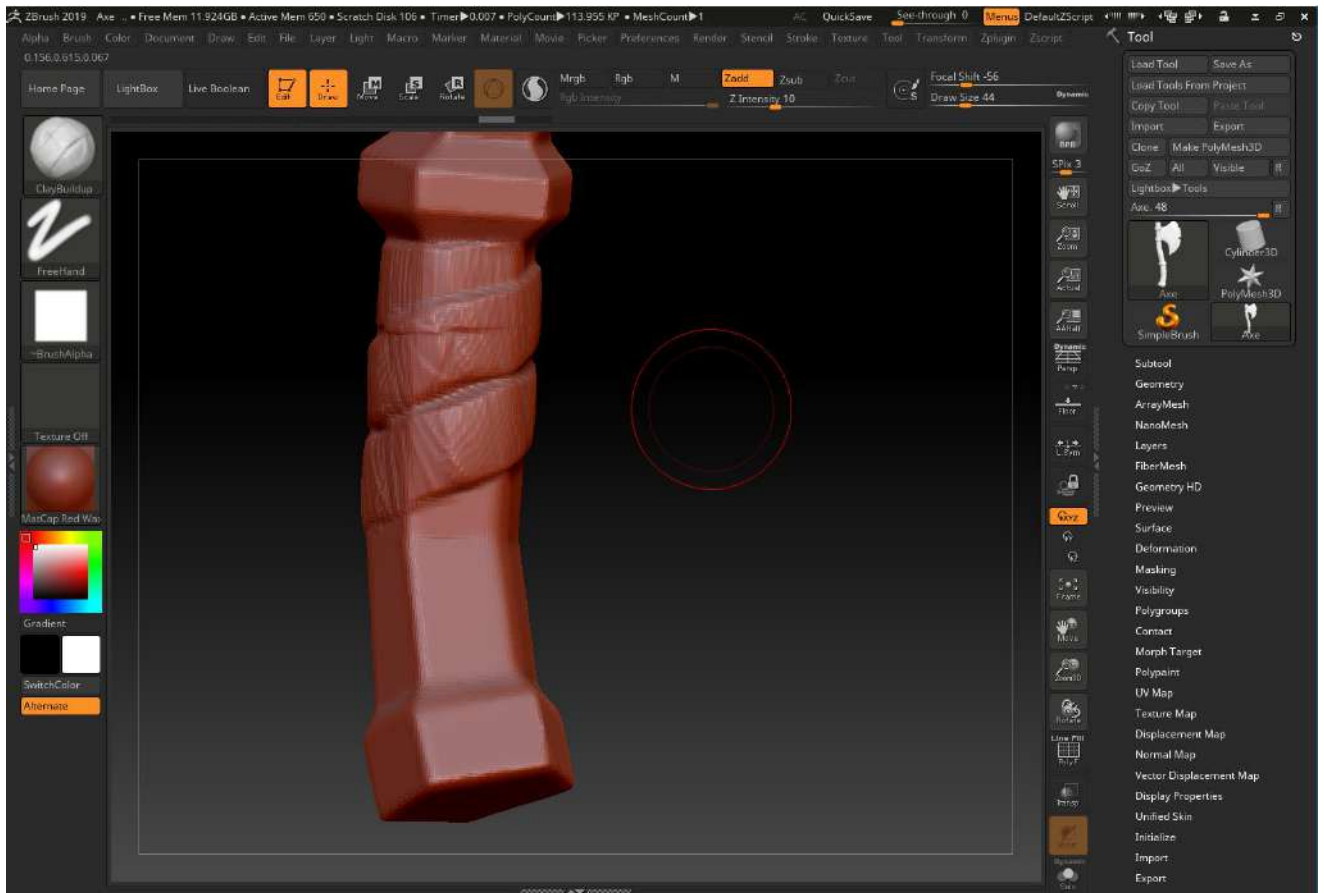


Repeat the same step, rotate and draw it

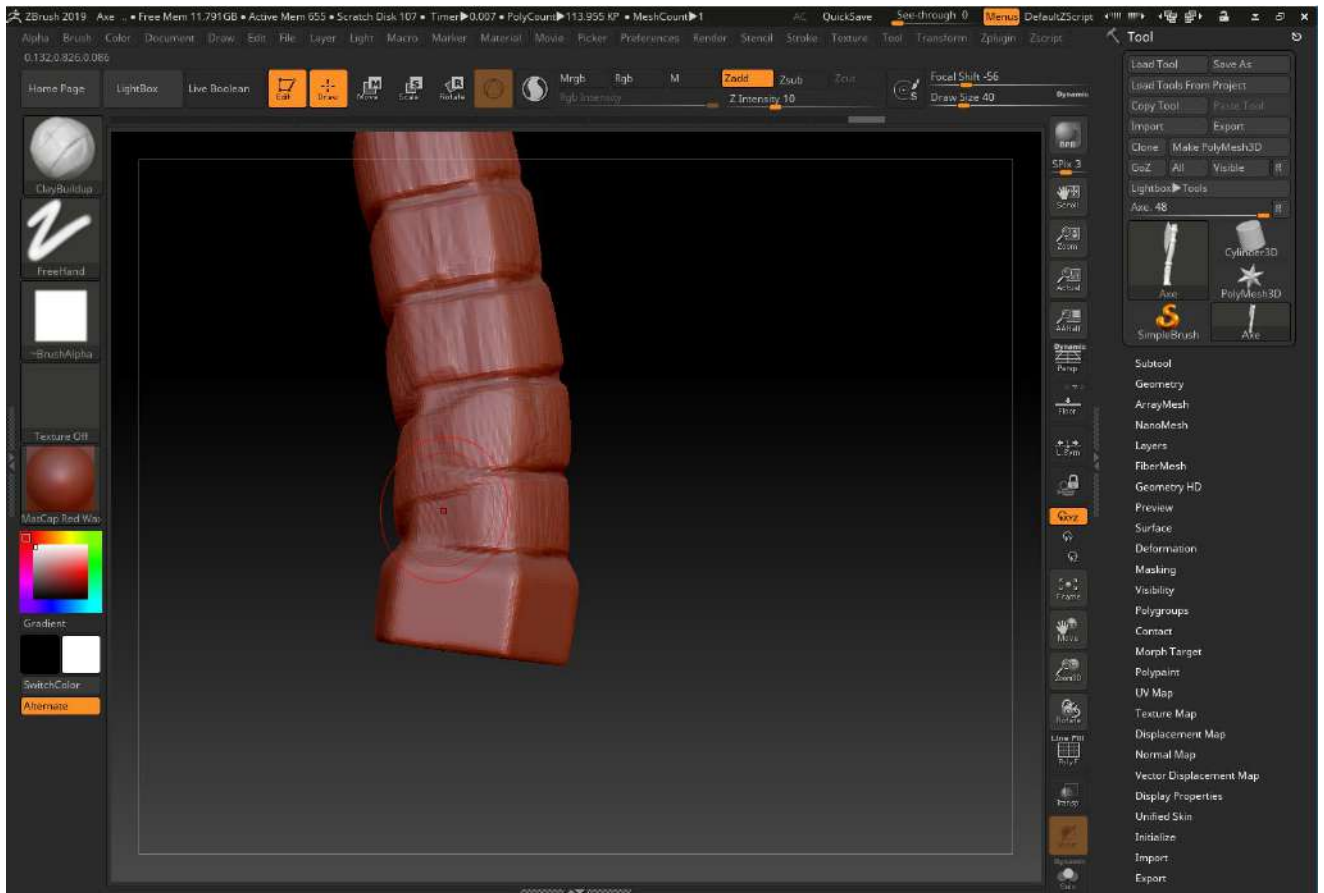




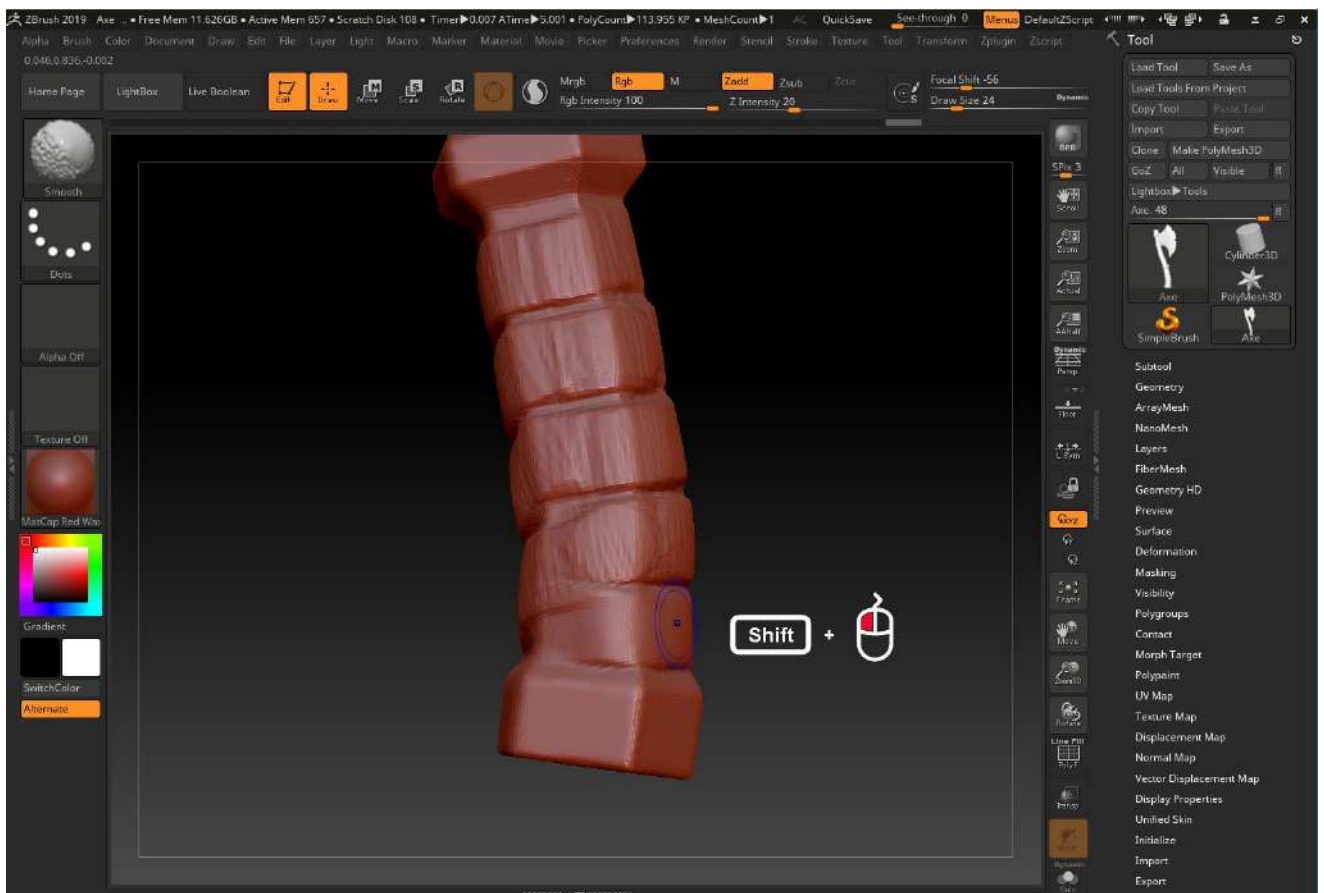
Keep repeat same step, rotate and draw it



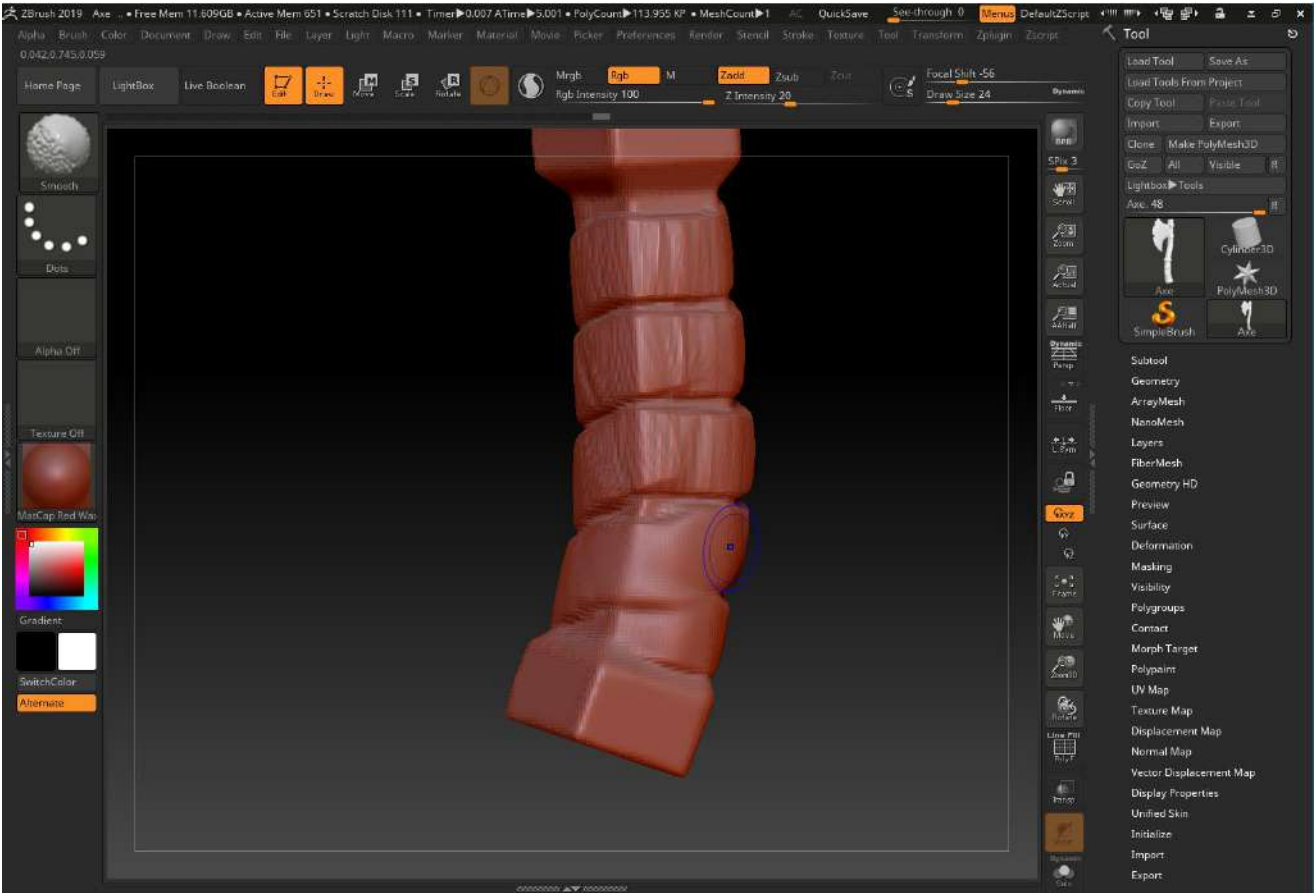
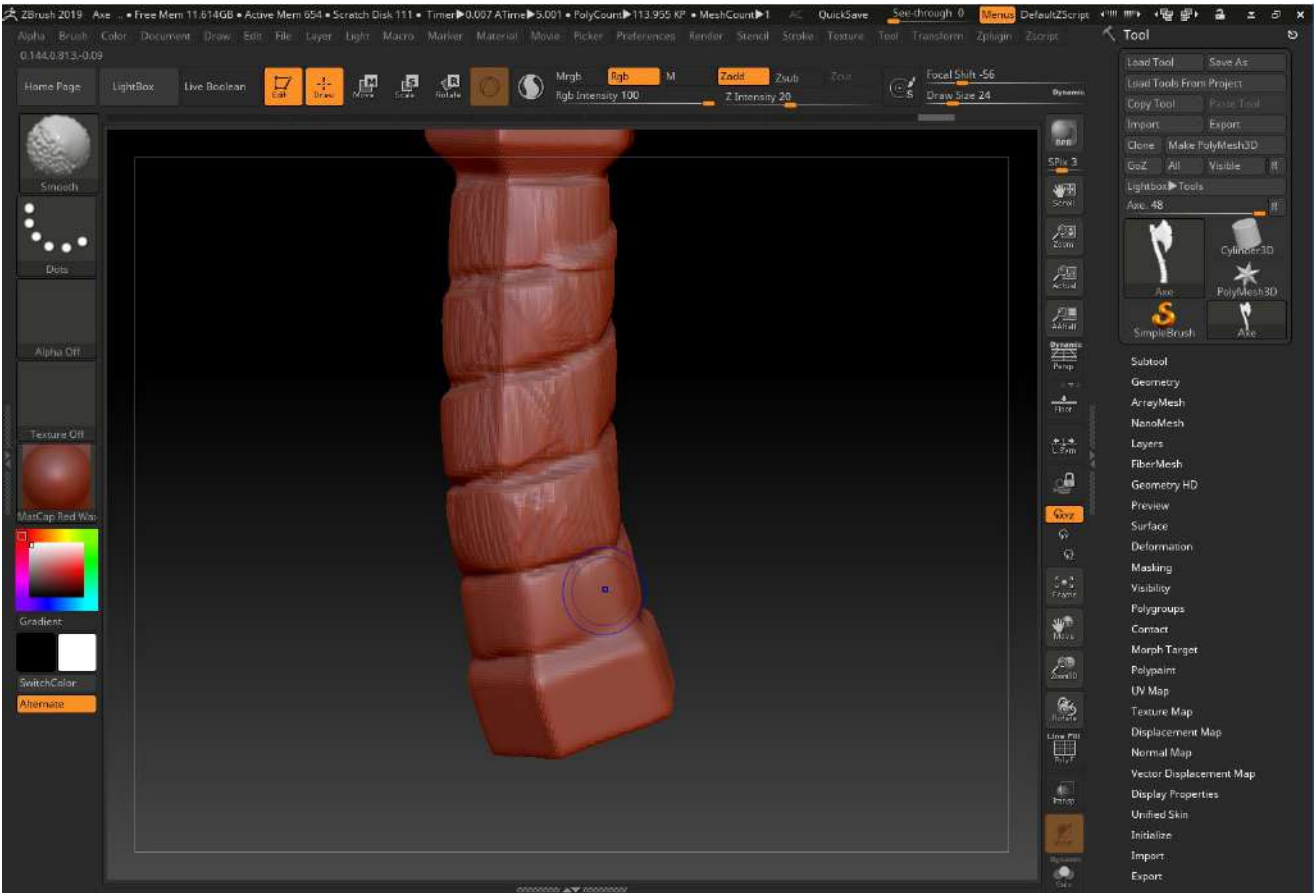
Done, now the handle are wrapped



Hold shift and make the clothes smoother

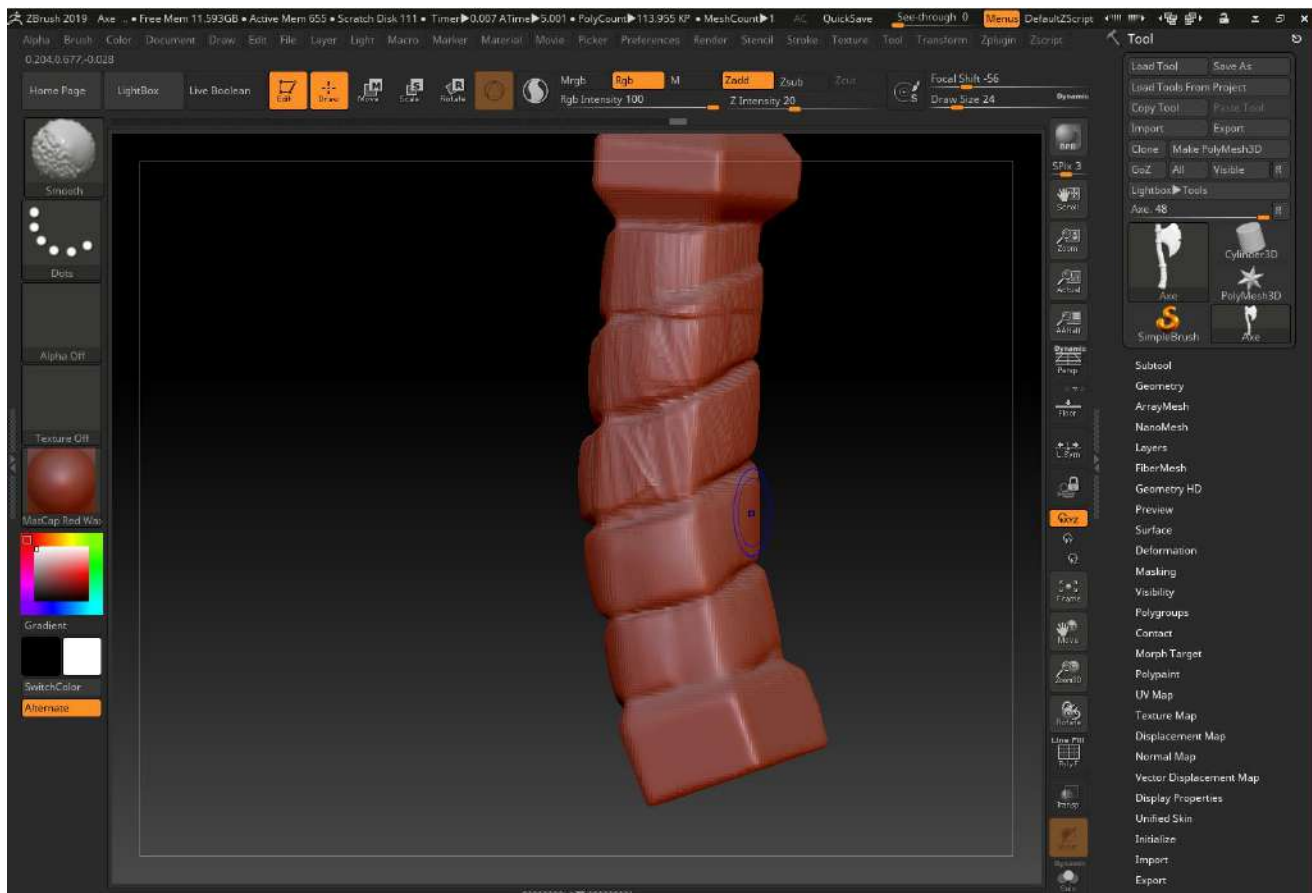


Rotate and keep smooth it

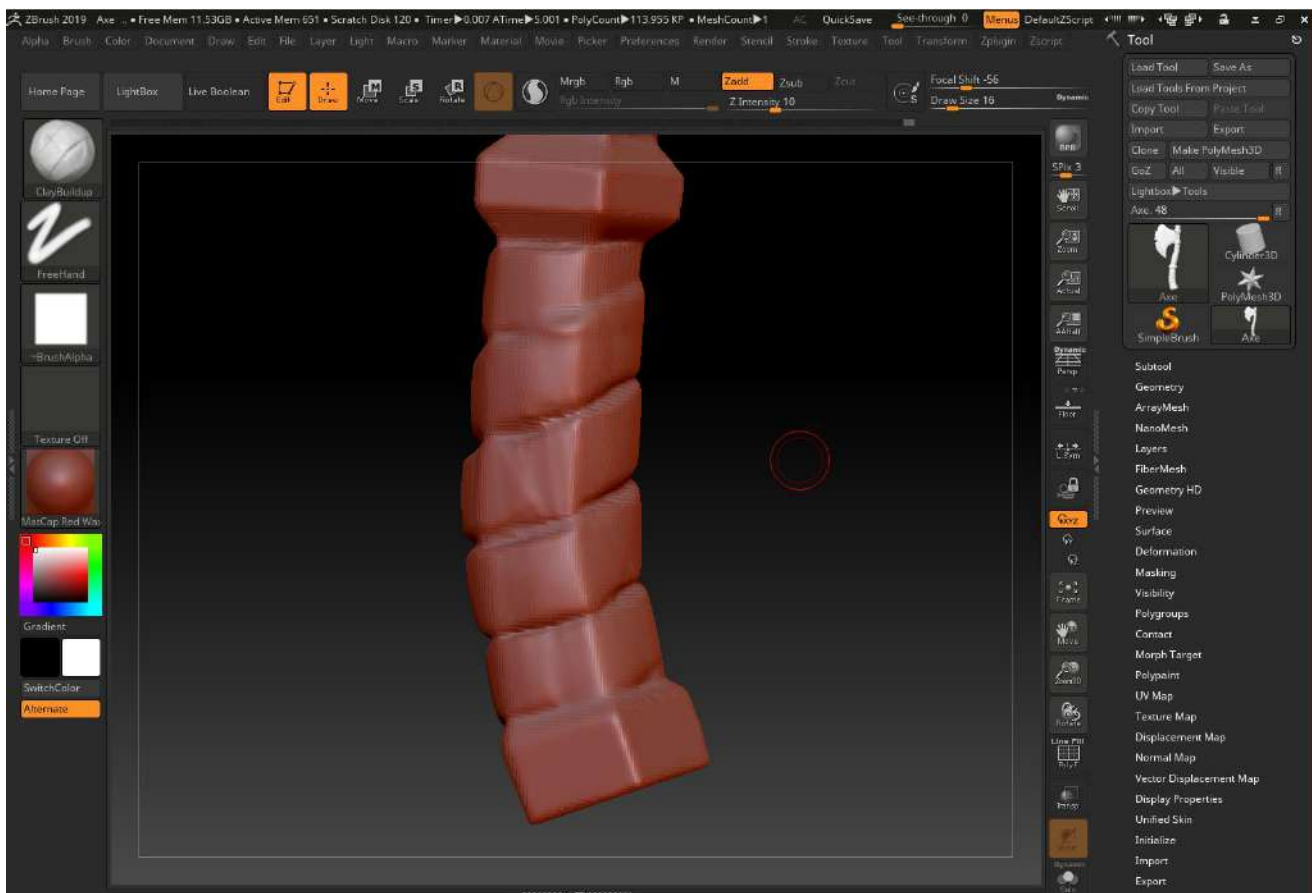




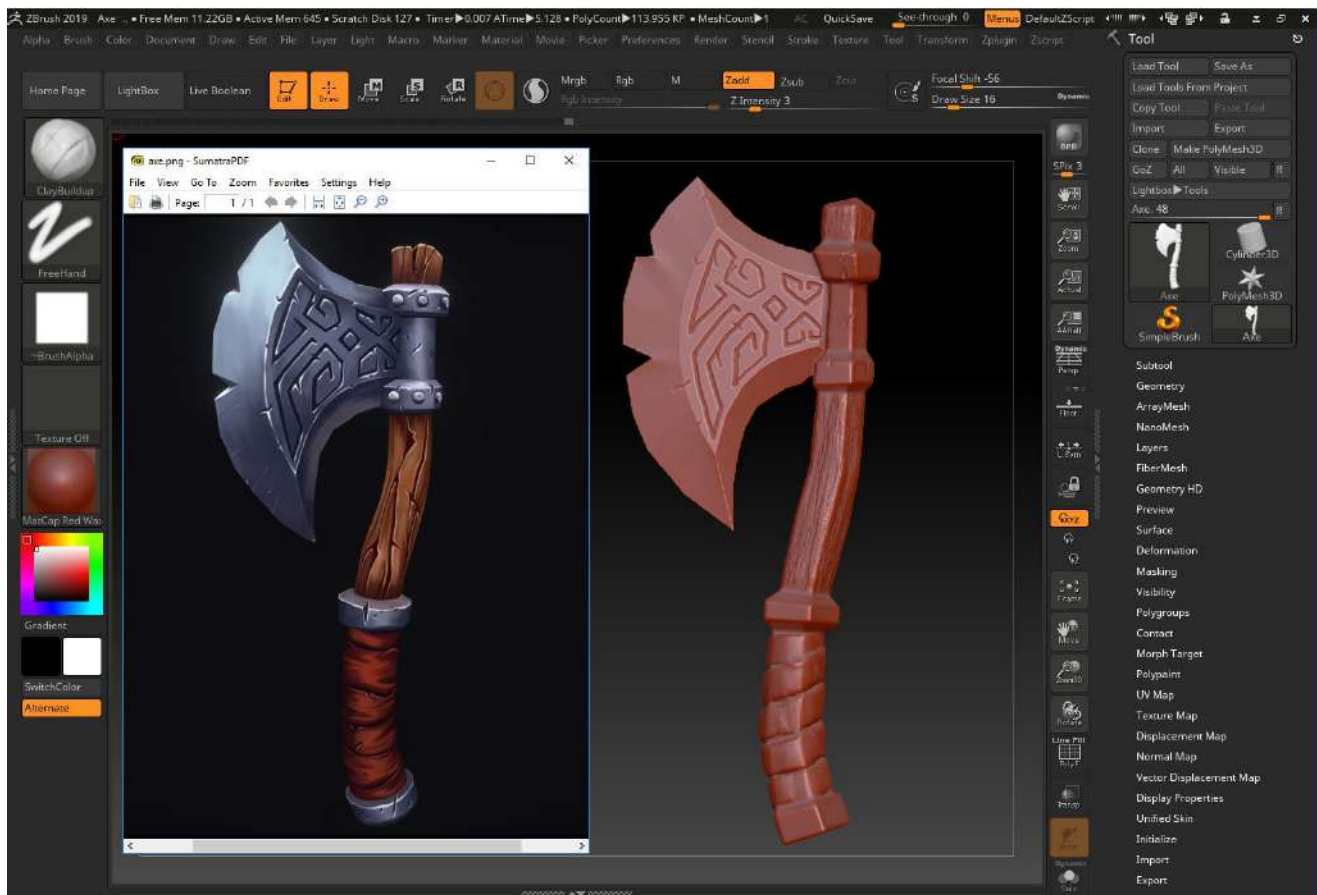
Repeat same step, smooth the handle part



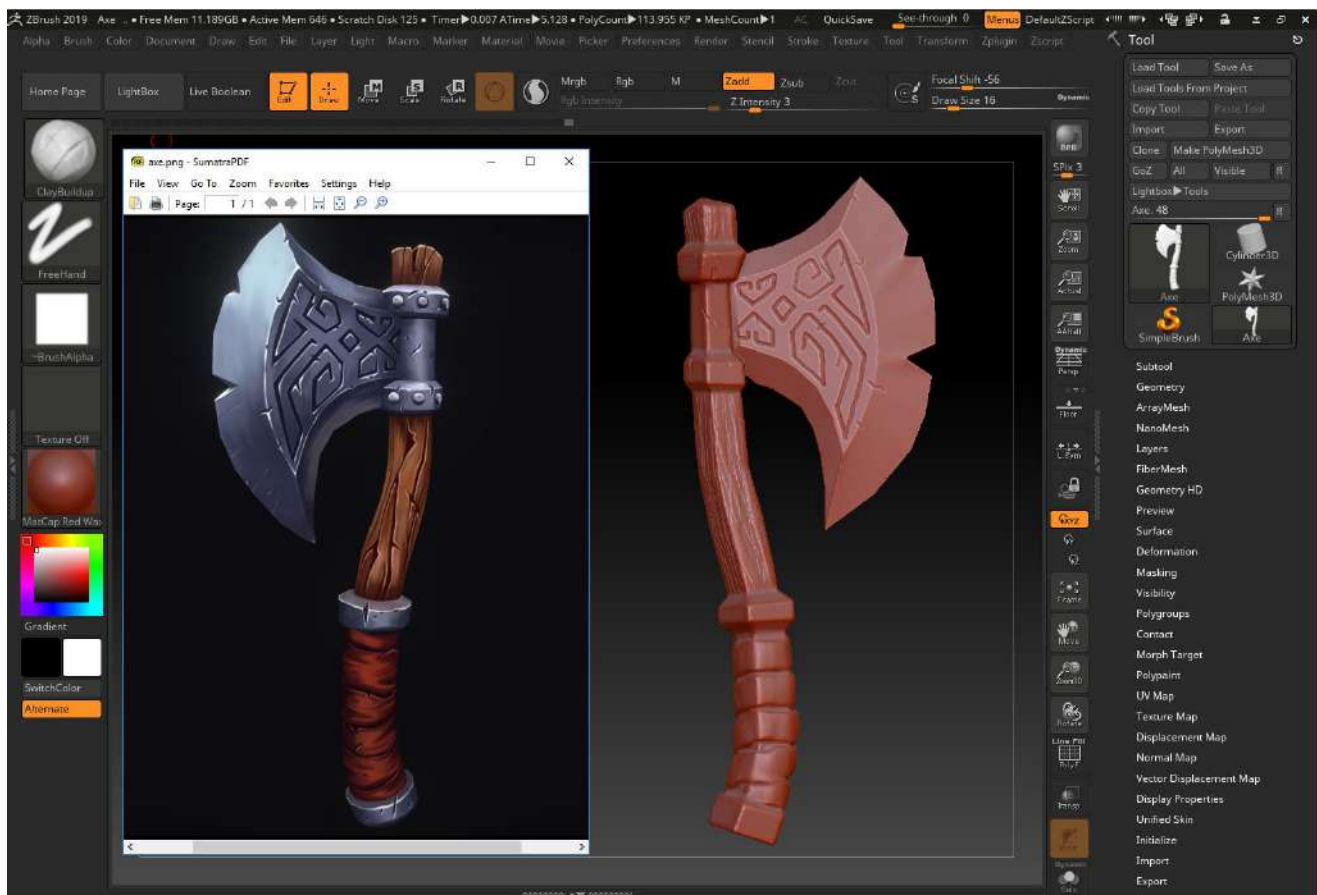
Done



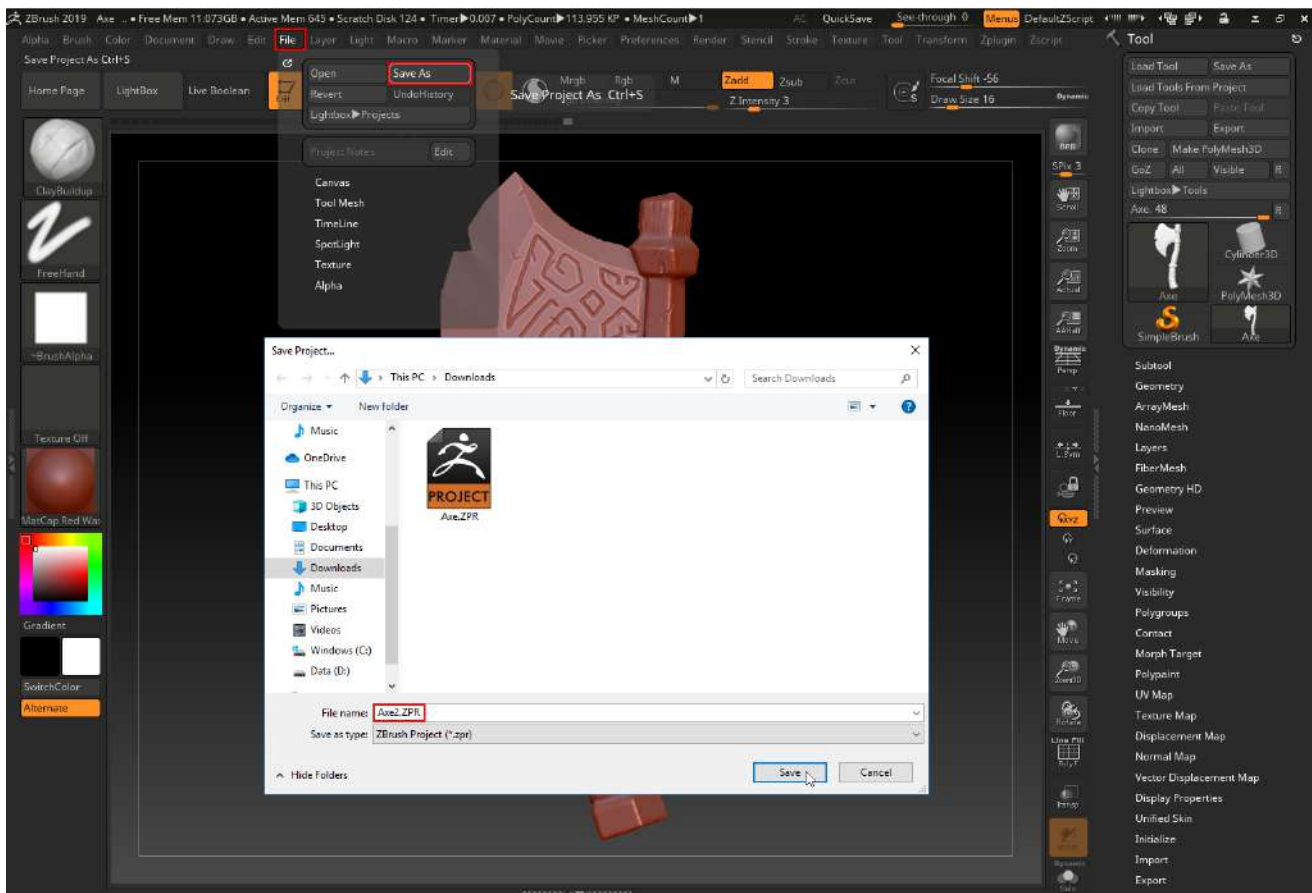
Done here is axe front



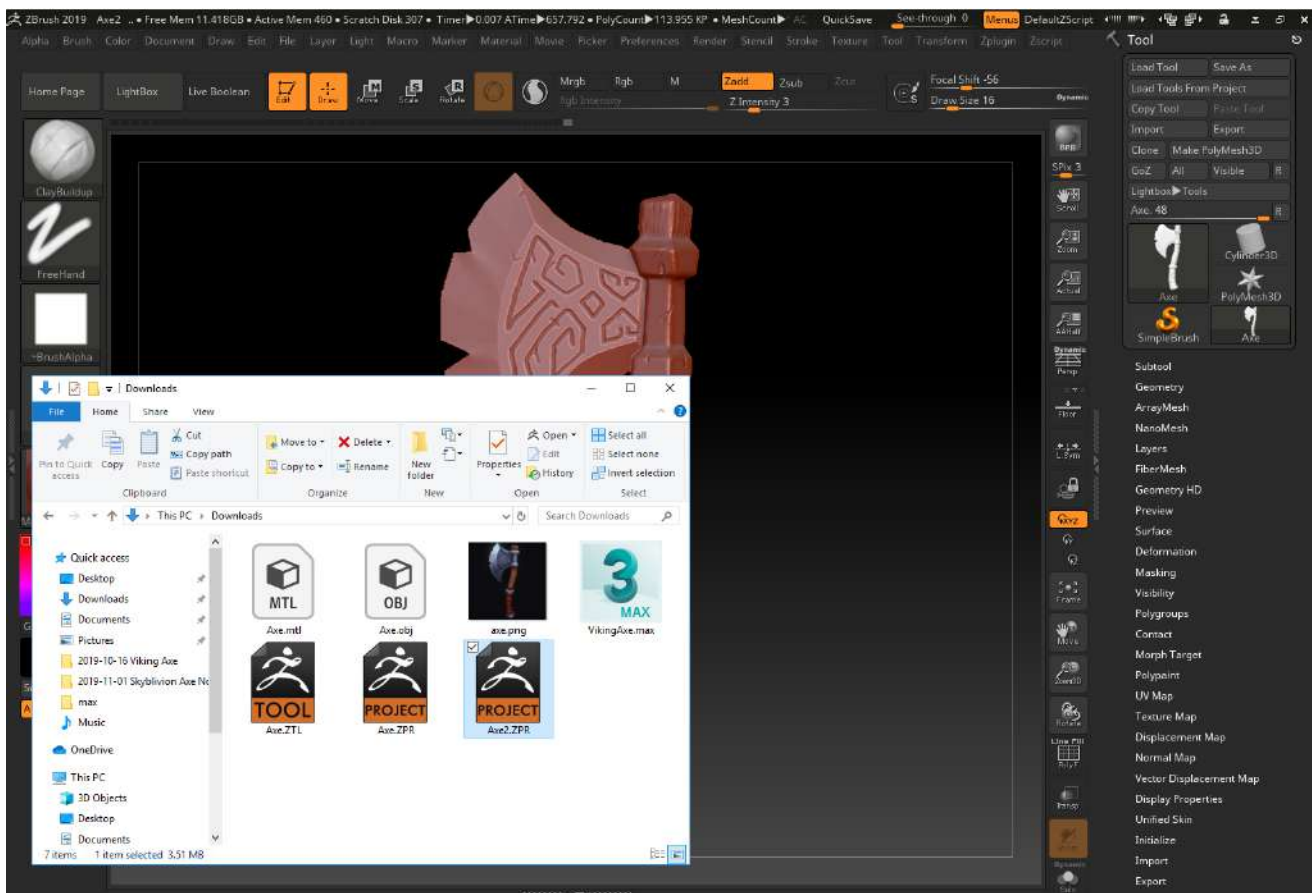
Rotate and check axe behind



Save it, also save another one as Axe2.ZPR (for decimate master)

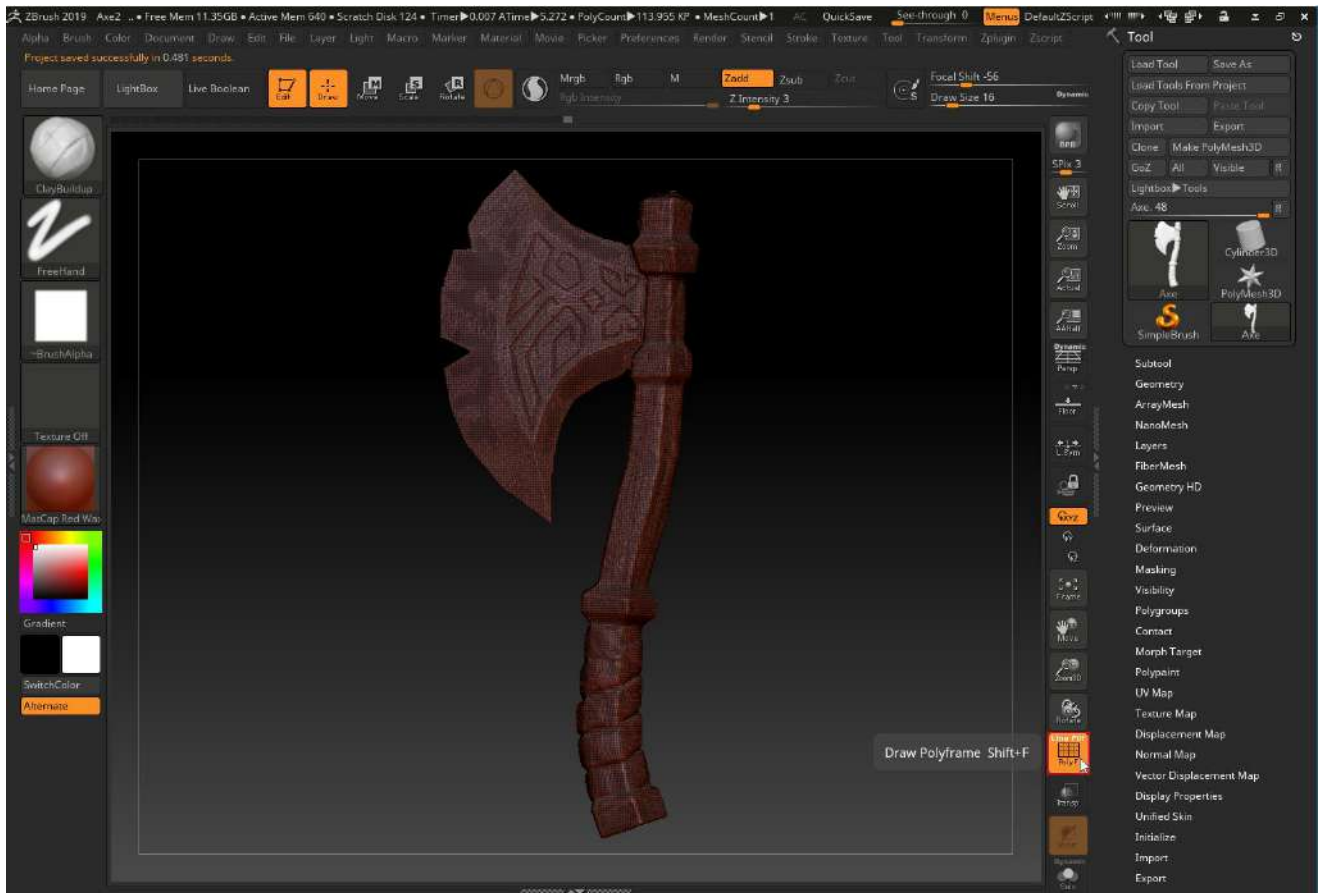


And you can see we have Axe.ZPR and Axe2.ZPR

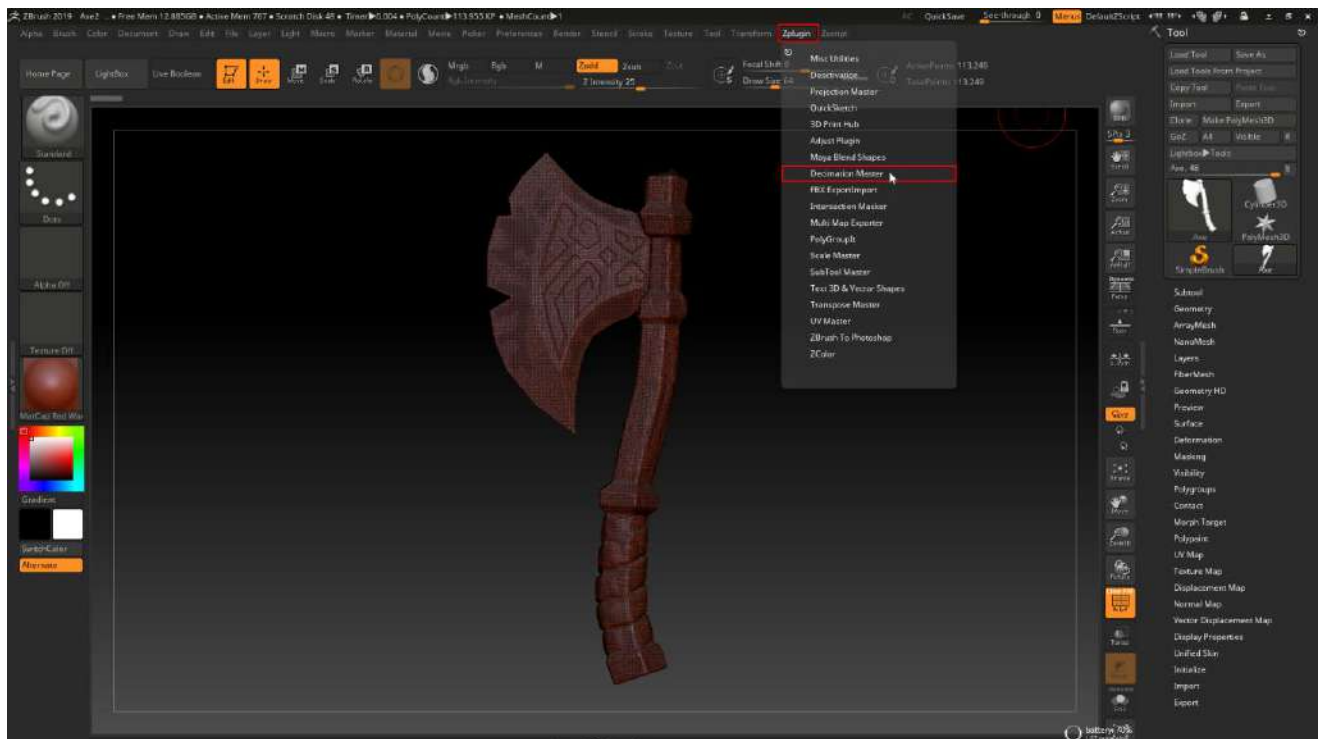




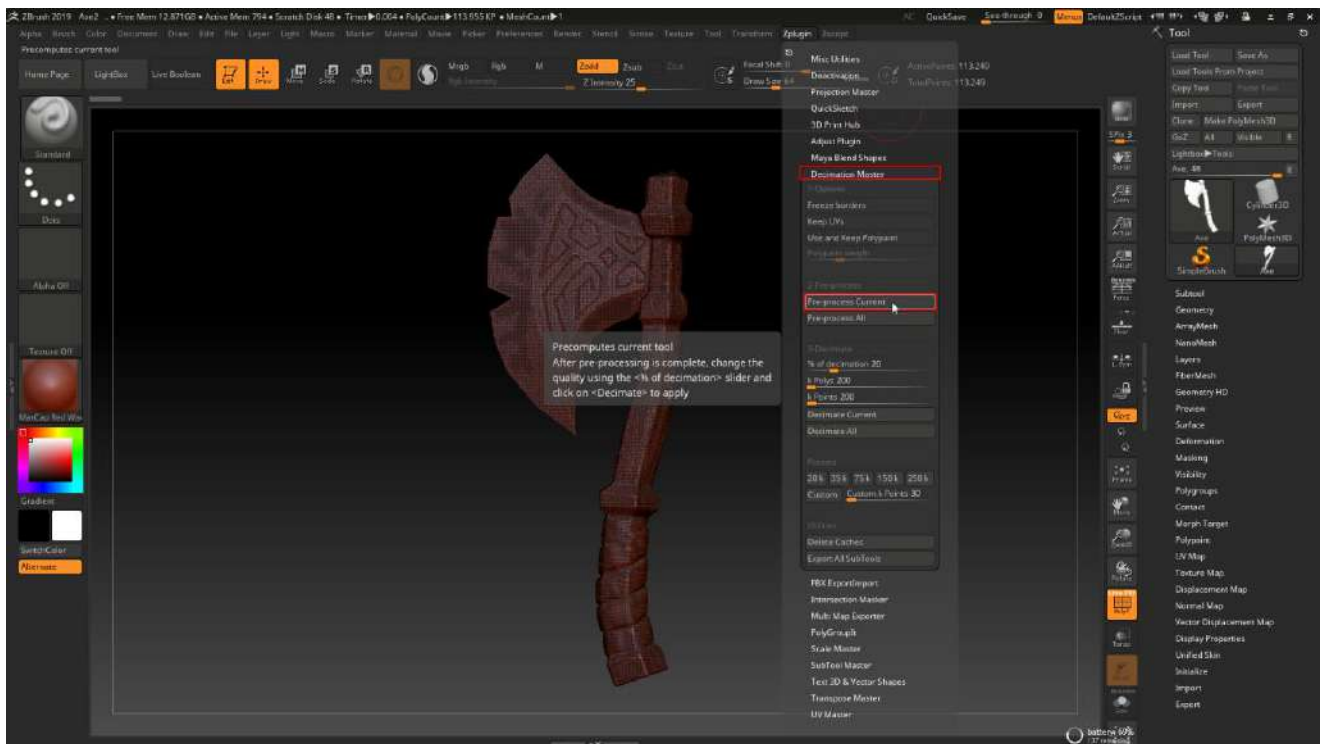
## Enable "Line Fill"



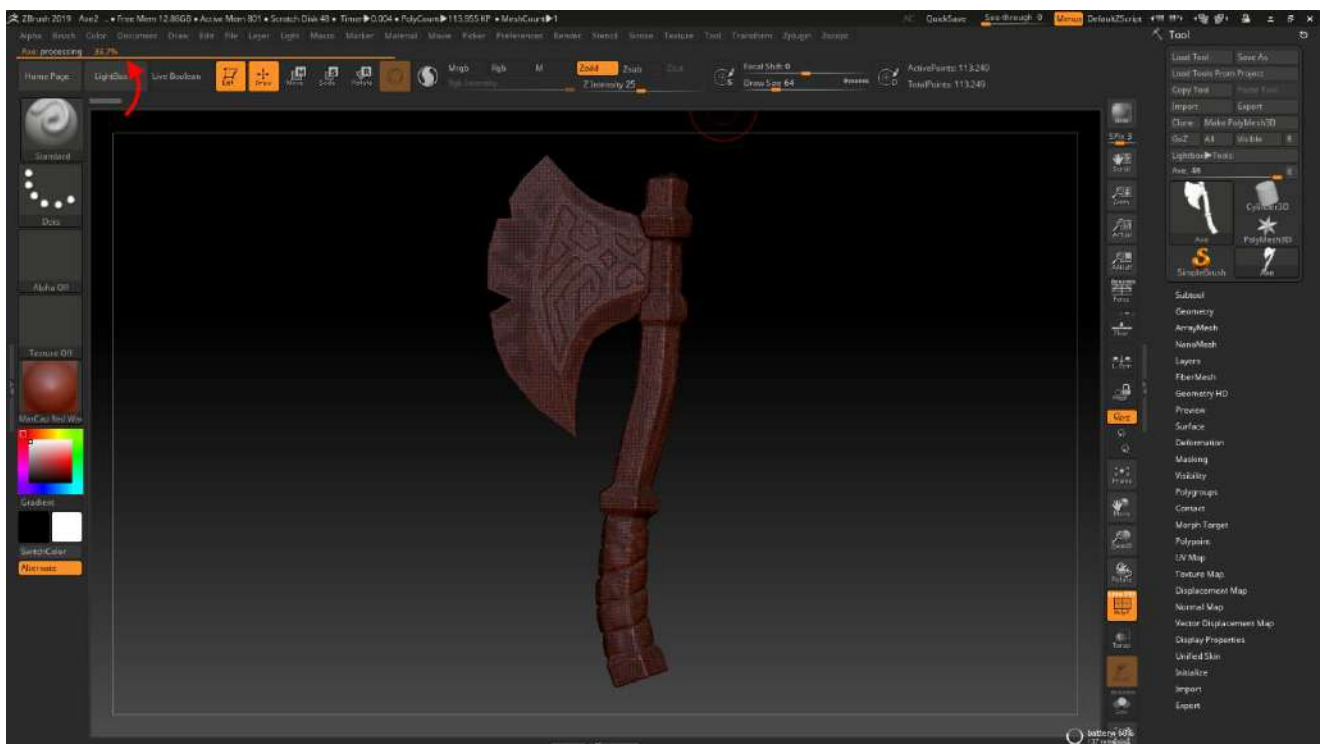
Click Zplugin → Decimation Master (to reduce poly count)



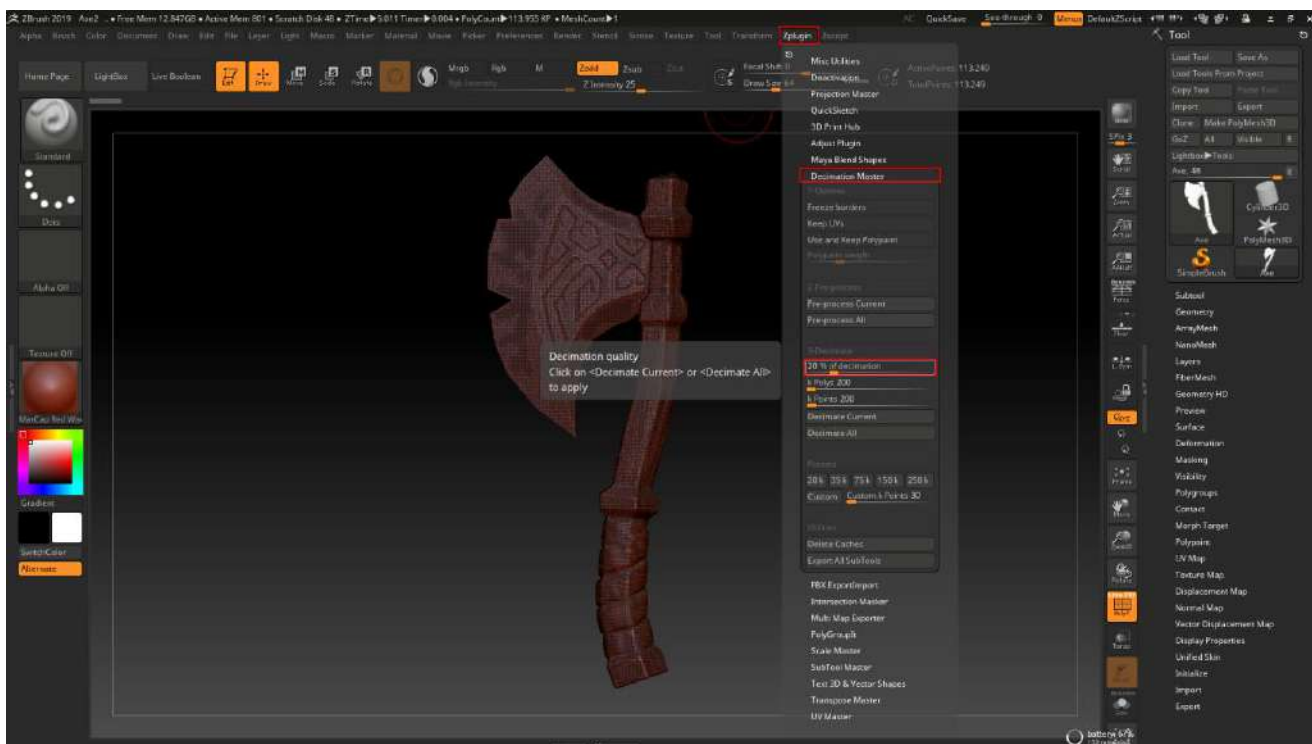
Click "Pre-process Current"



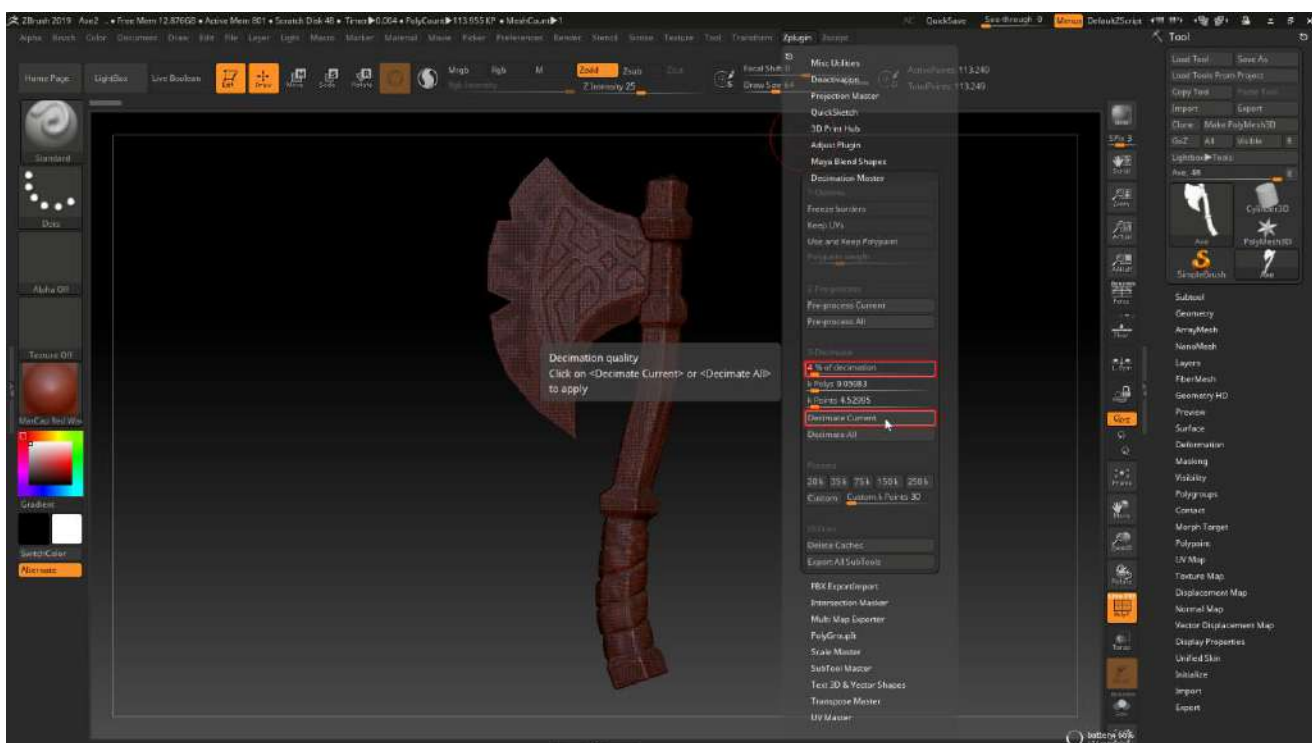
Wait it finish processing...



## Adjust decimation quality (default: 20%)

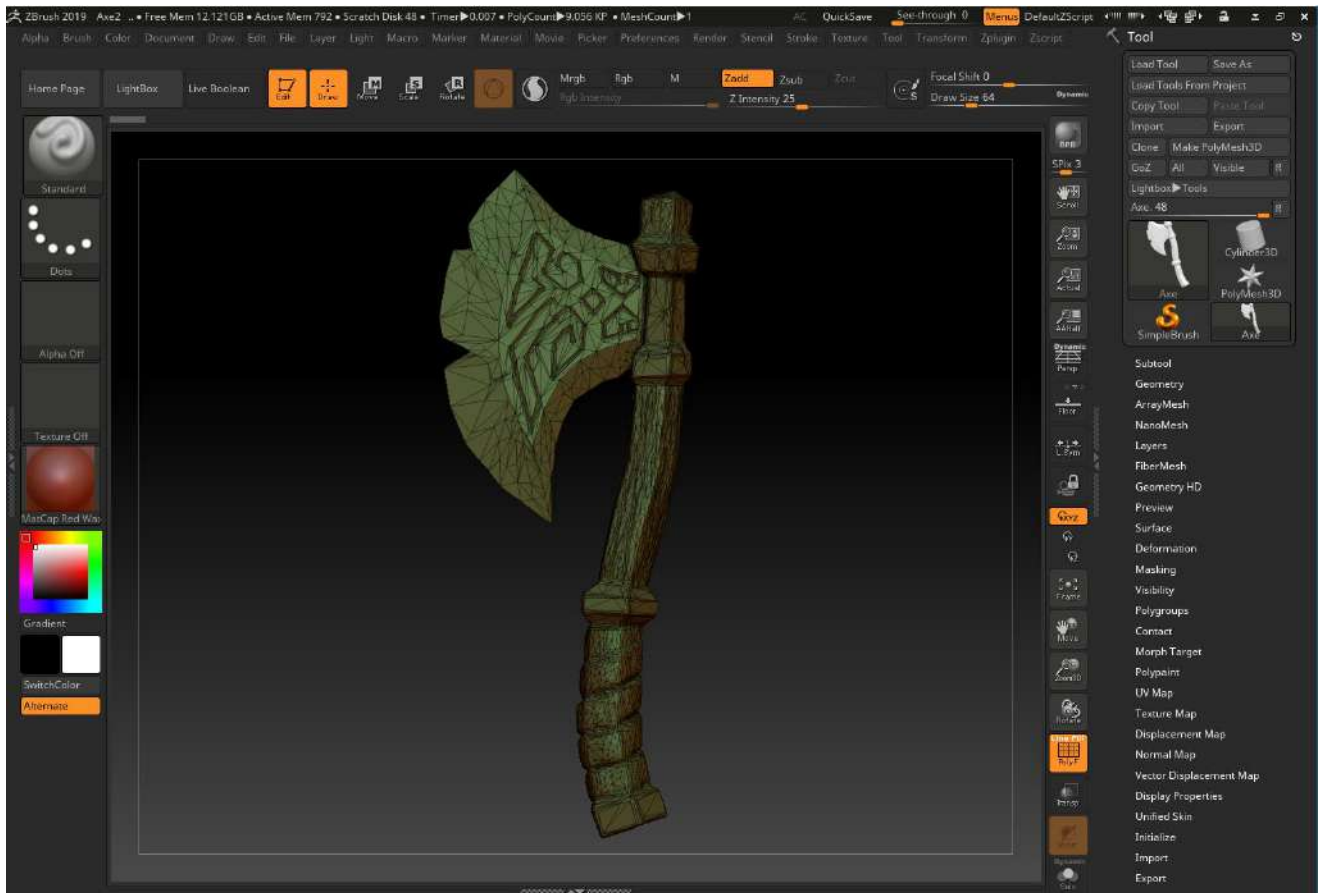


## Adjust it to 4%, and click "Decimate Current"

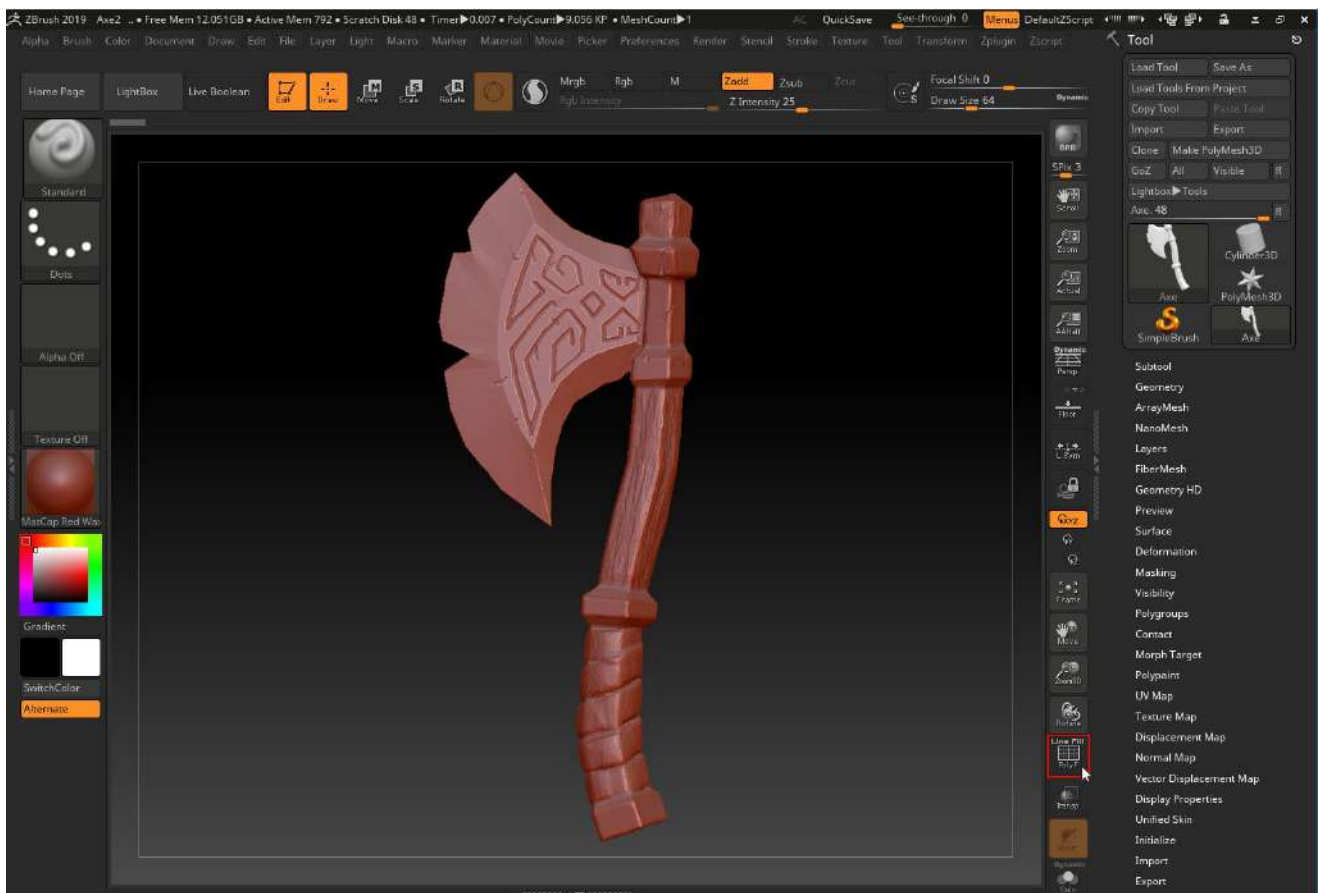




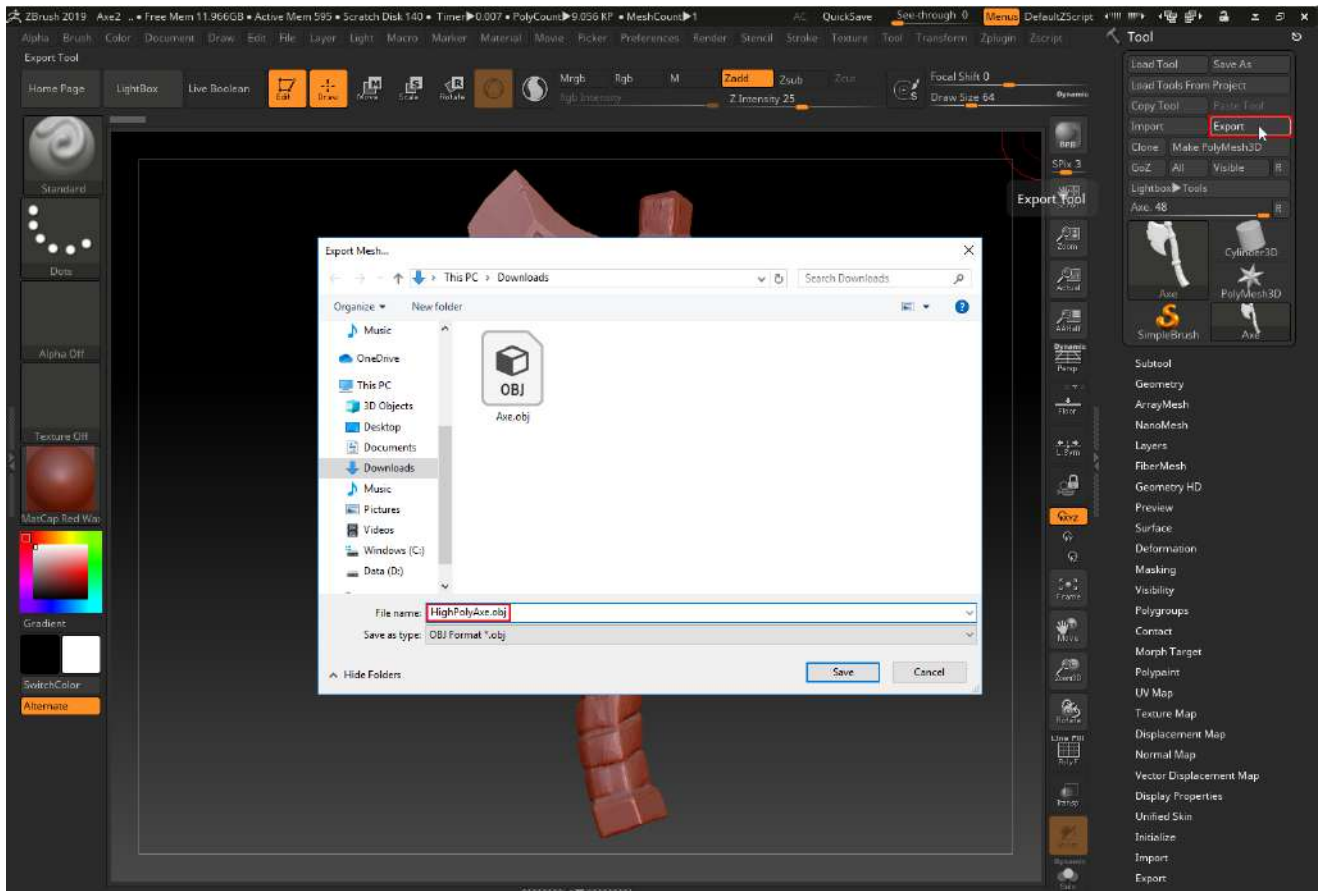
Here is after click “Decimate Current”



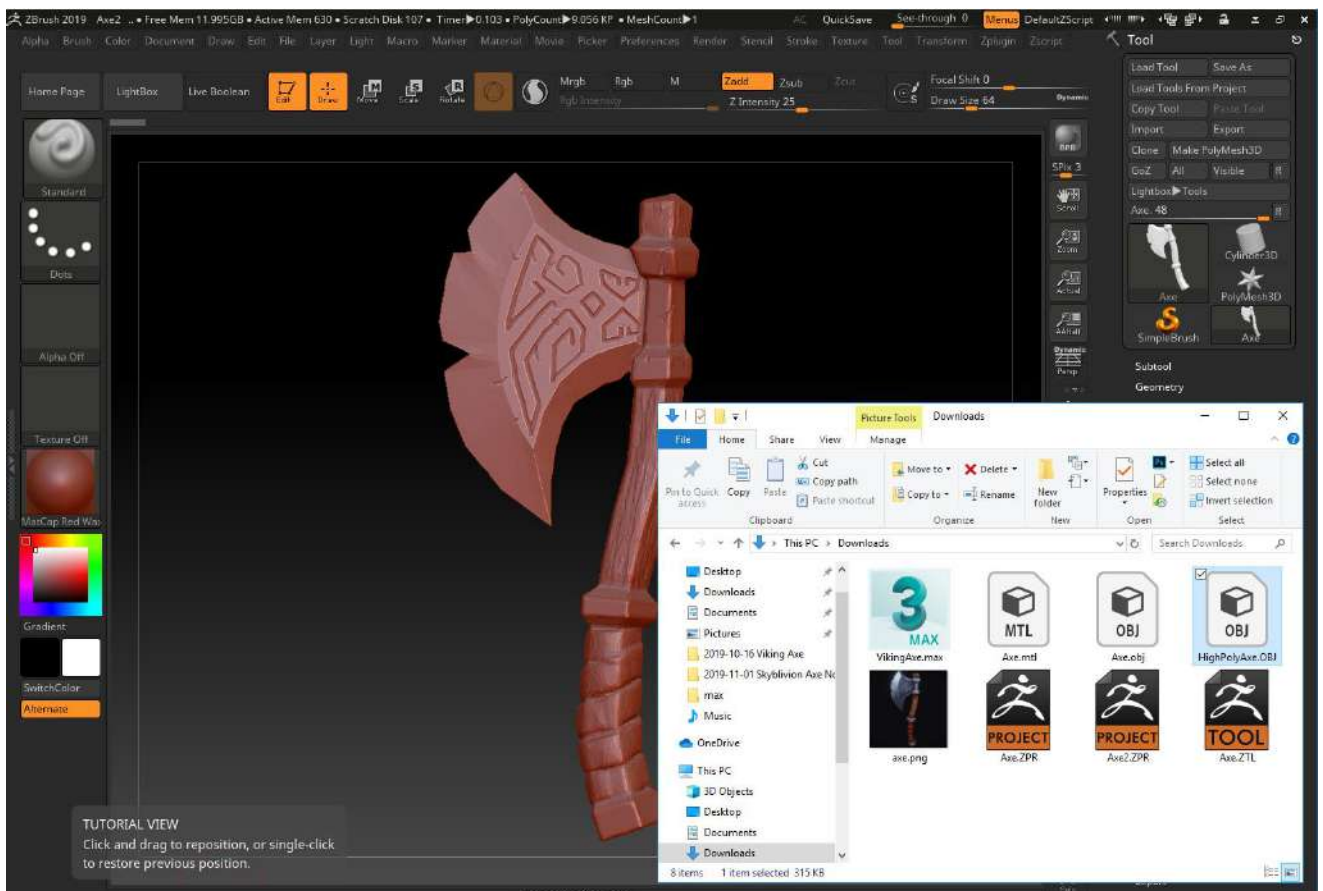
Disable “Line Fill” and check around your axe



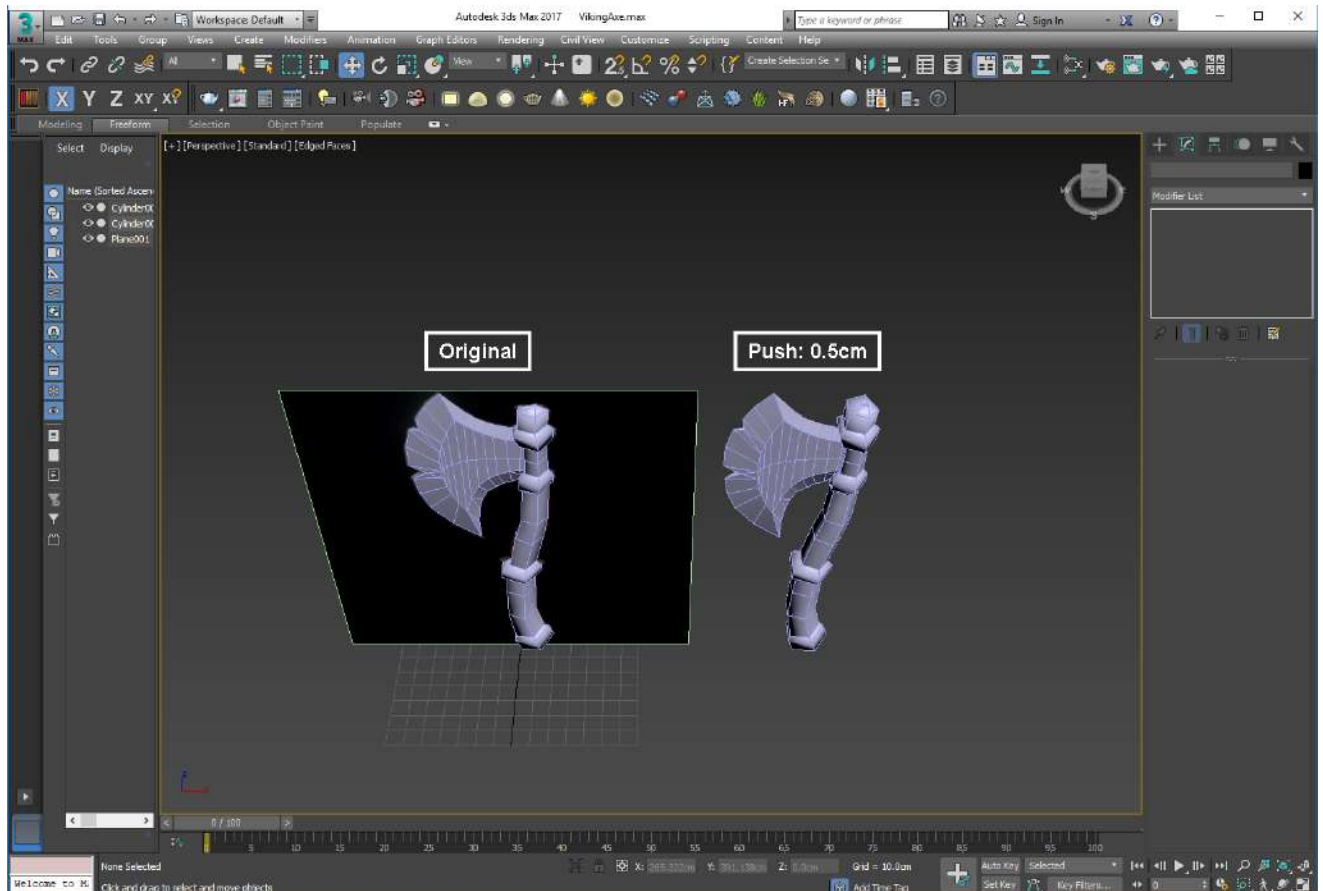
Click "Export" and save as "HighPolyAxe.obj"



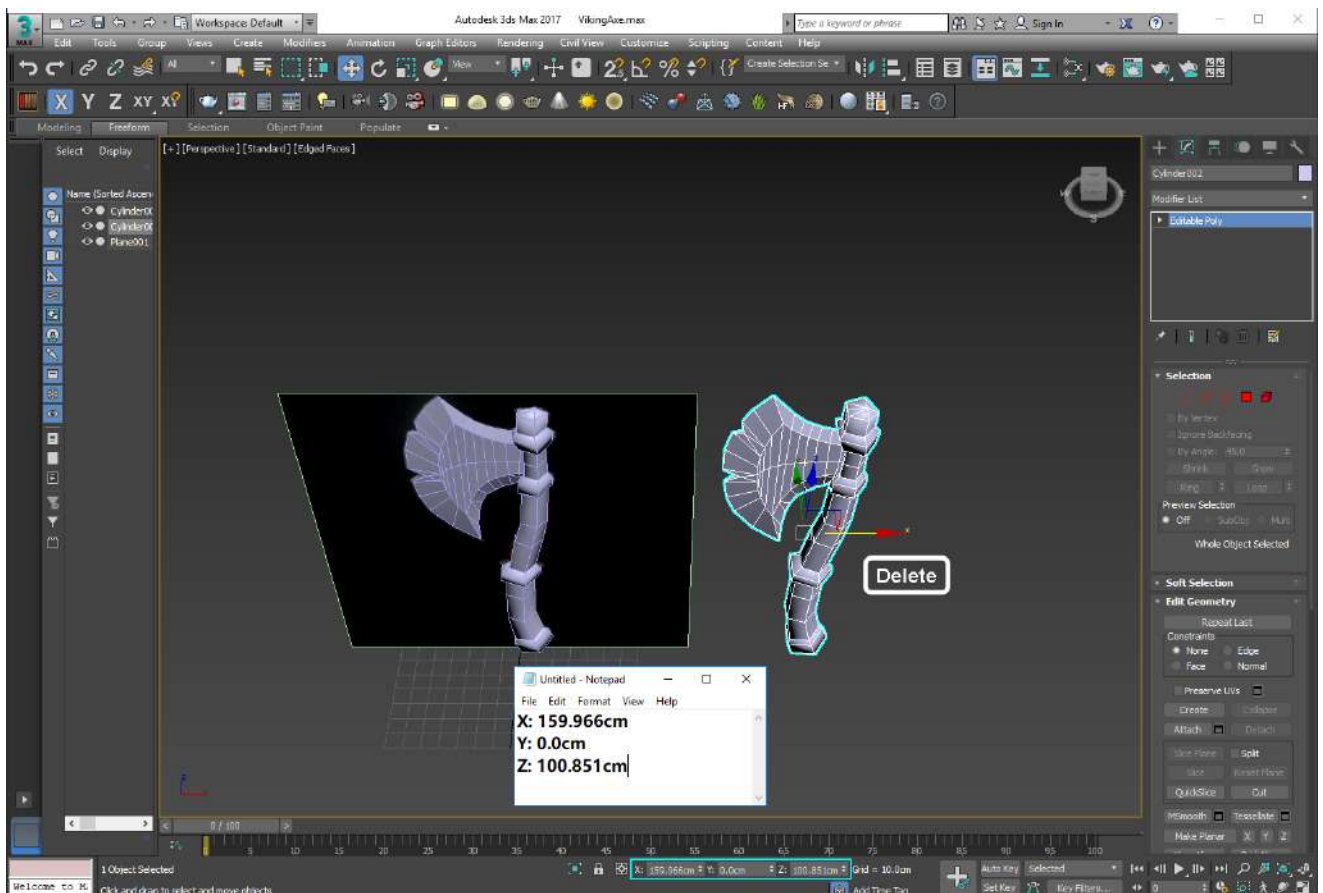
Now we have 2 obj file, Axe.obj (Lowpoly) and HighPolyAxe.obj (Zbrush)



Before import, we need to delete the 2nd axe, because we already use push on it

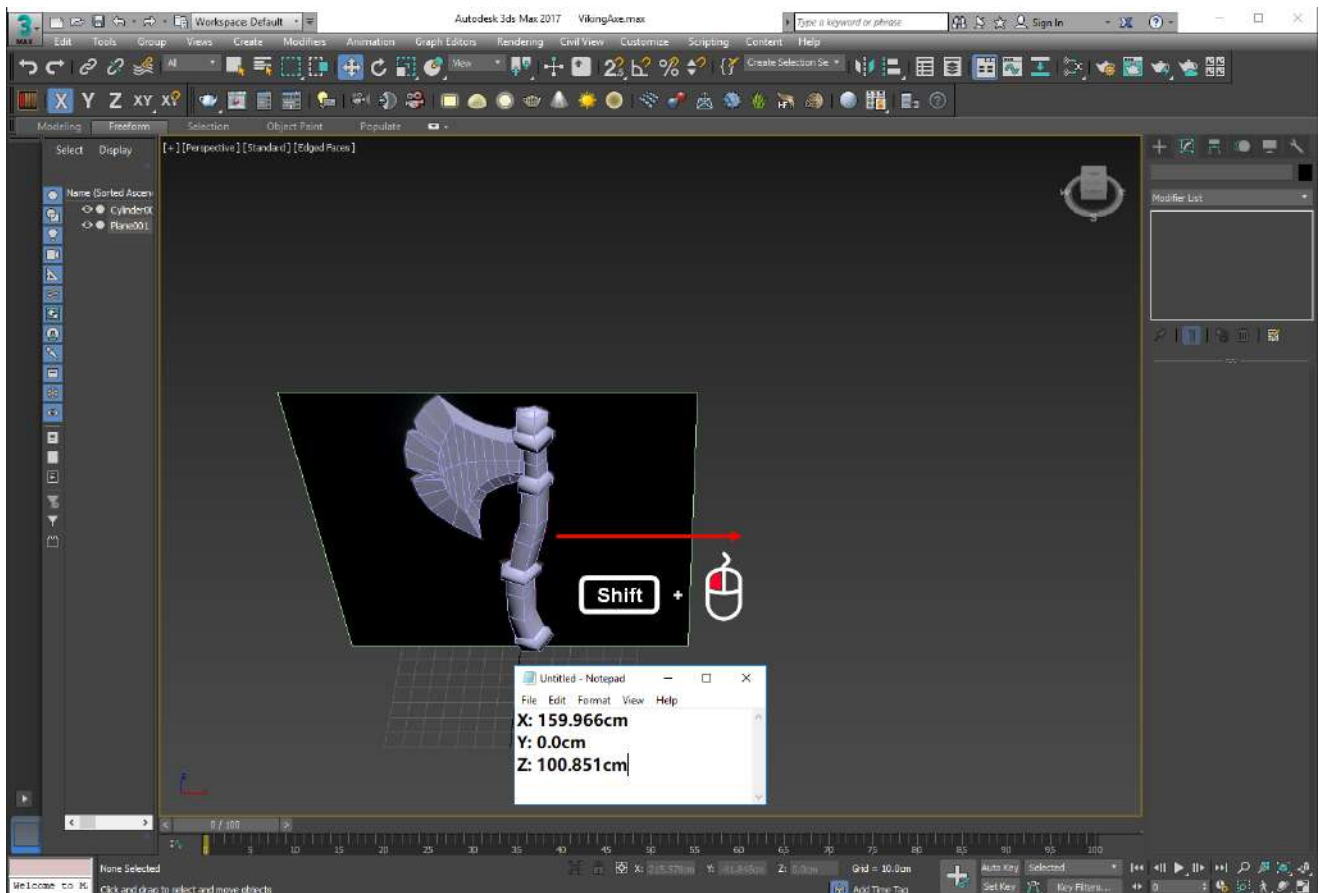


Write down the XYZ location, and delete the 2nd axe

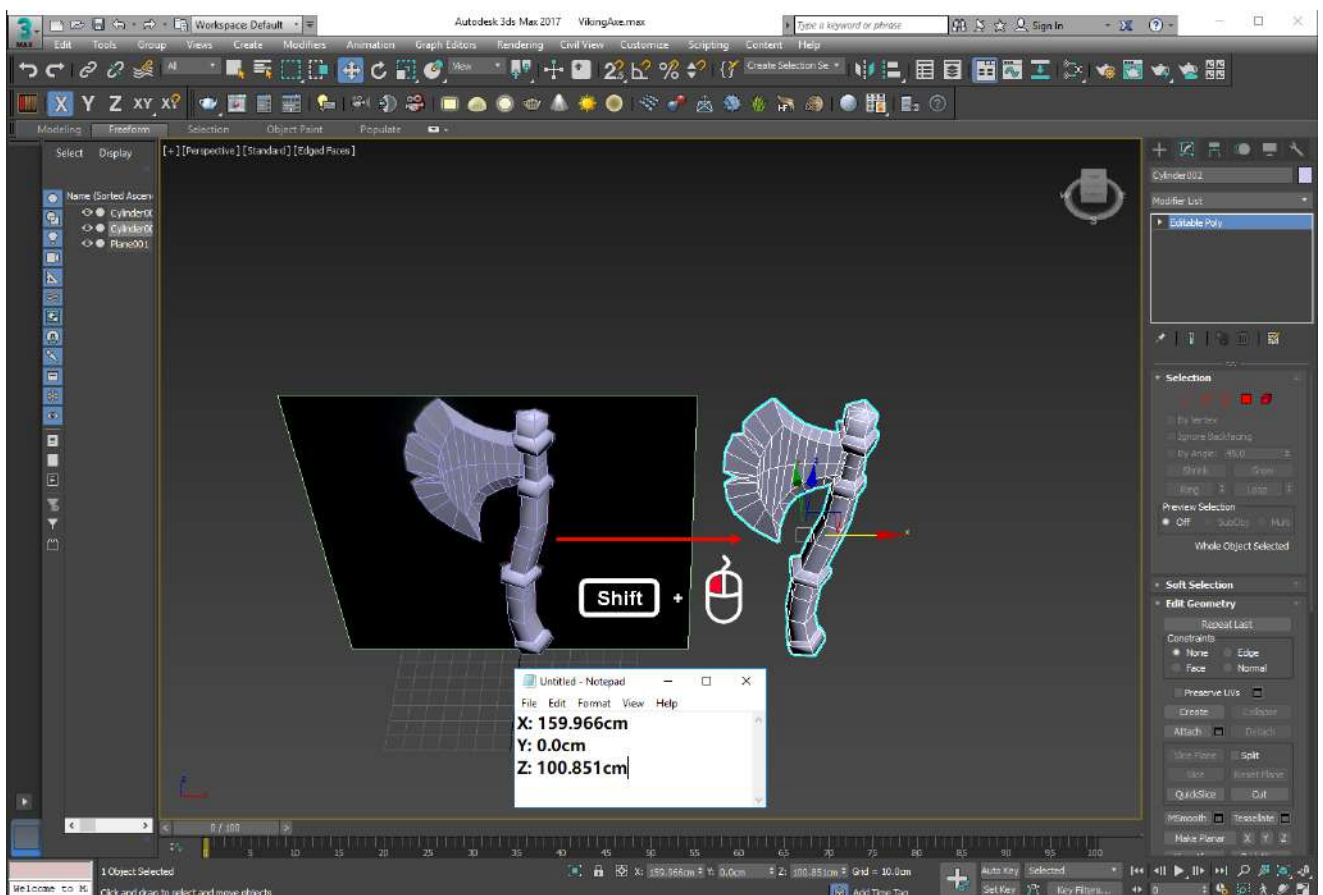




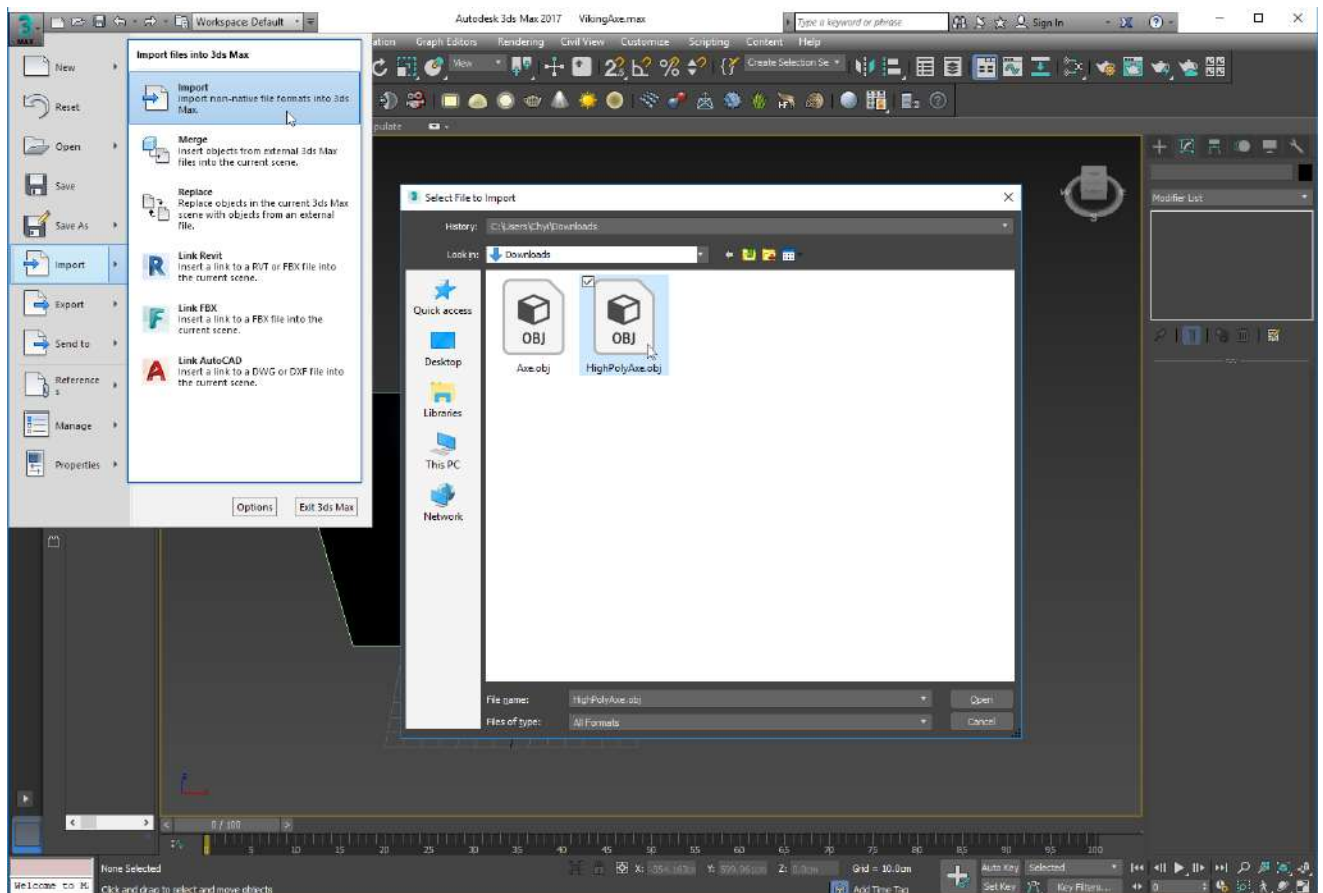
After delete, hold shift and copy another one



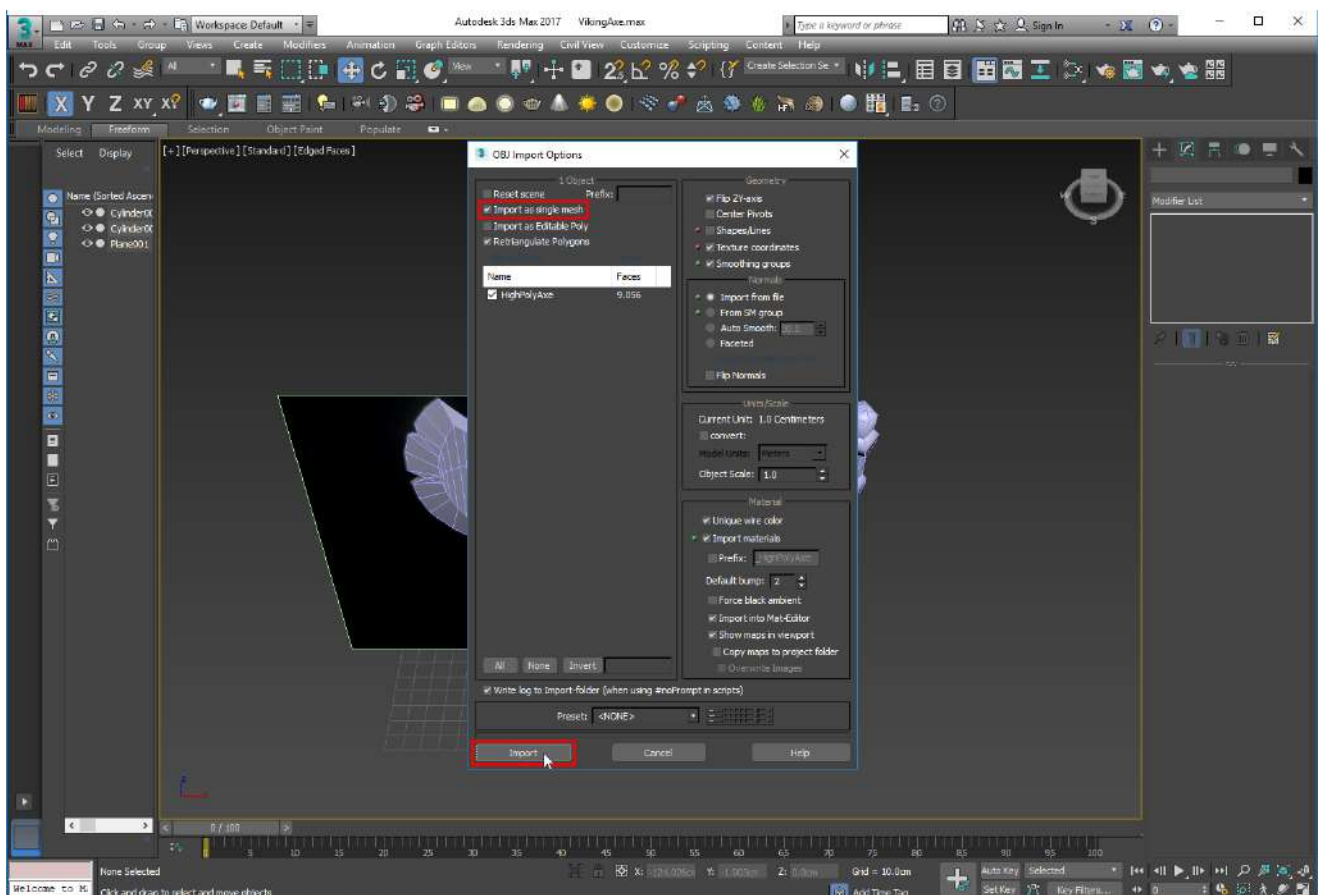
Adjust the XYZ location same as previous



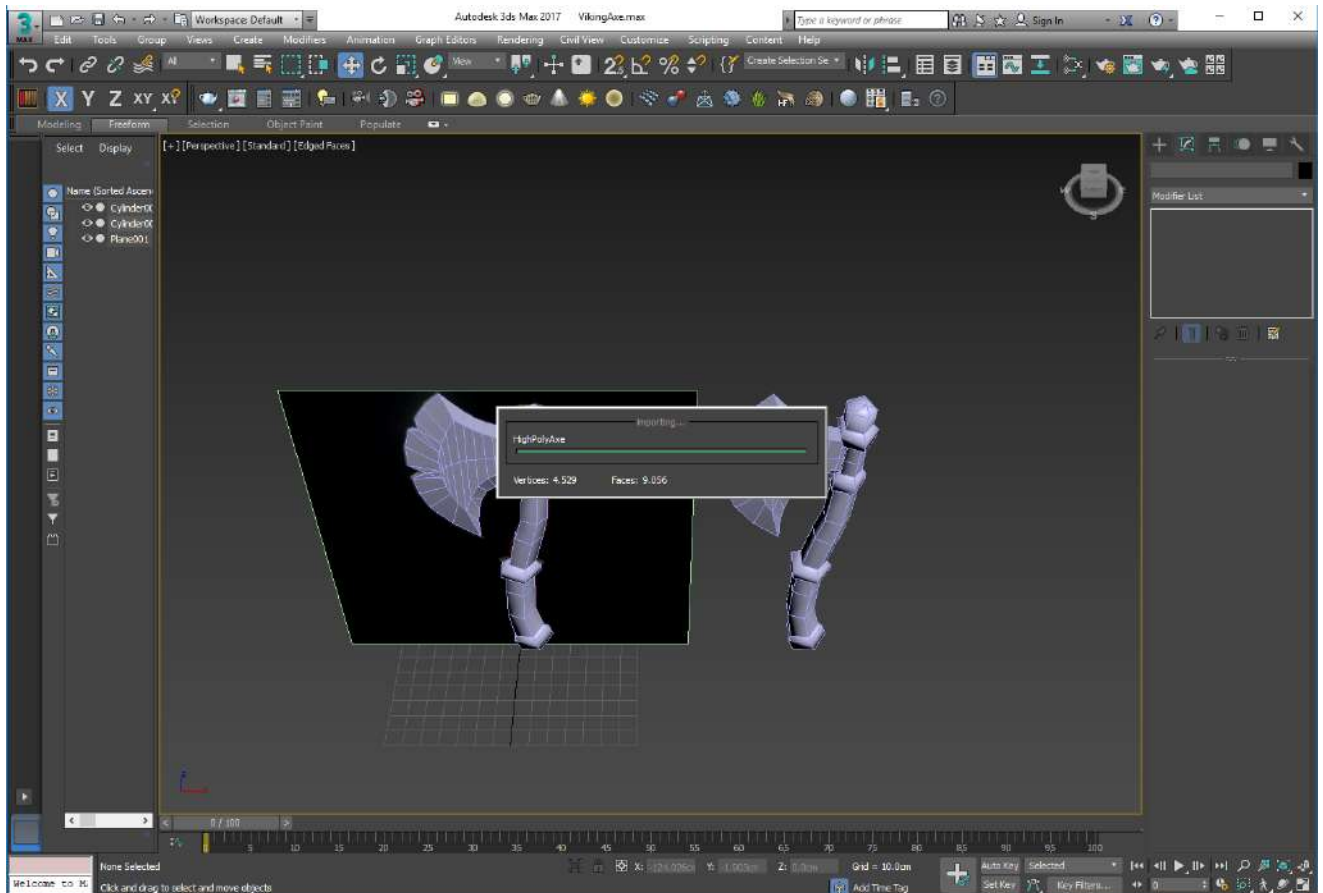
Now import "HighPolyAxe.obj" (Zbrush export)



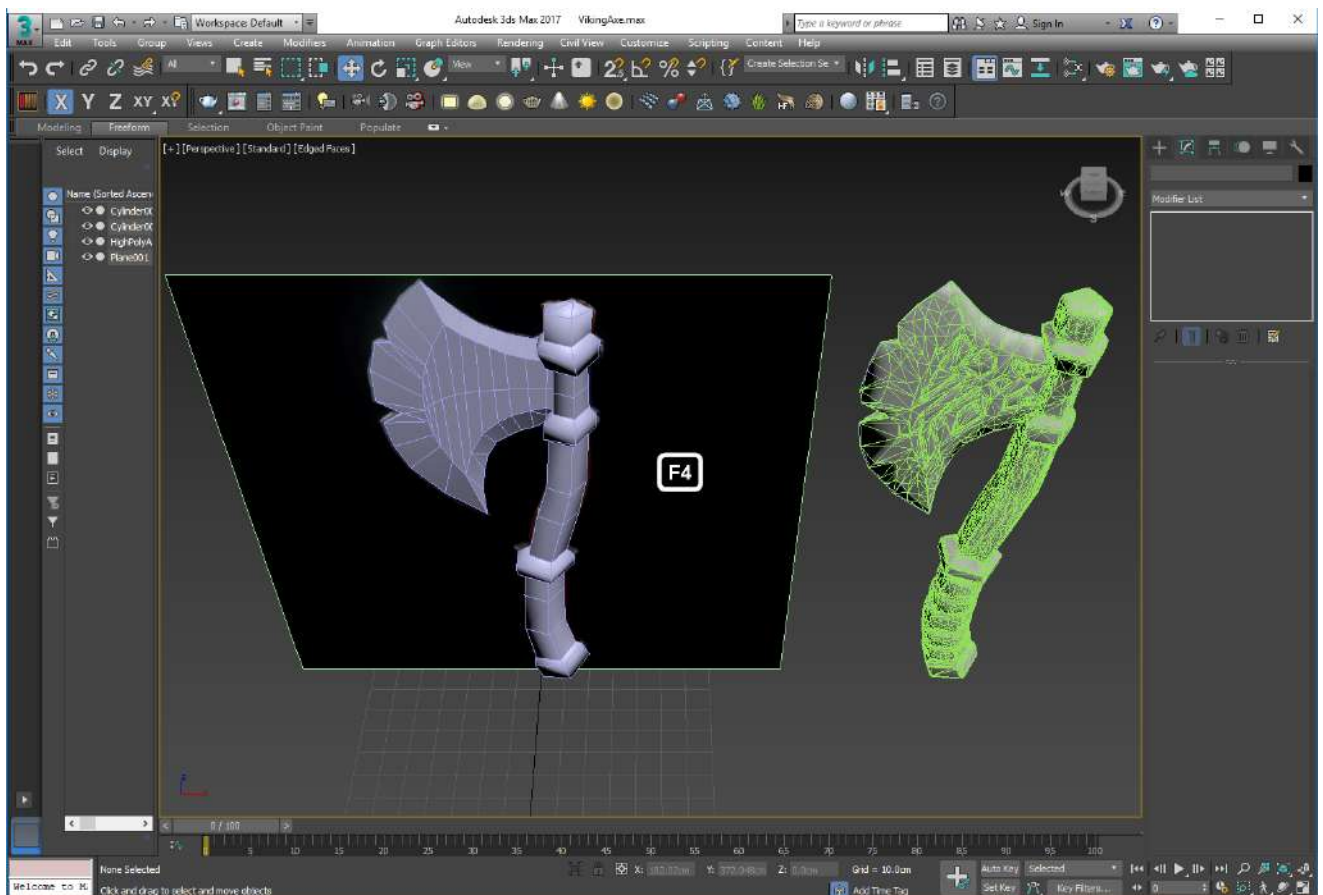
Enable "Import as single mesh" and click Import



Wait it importing...

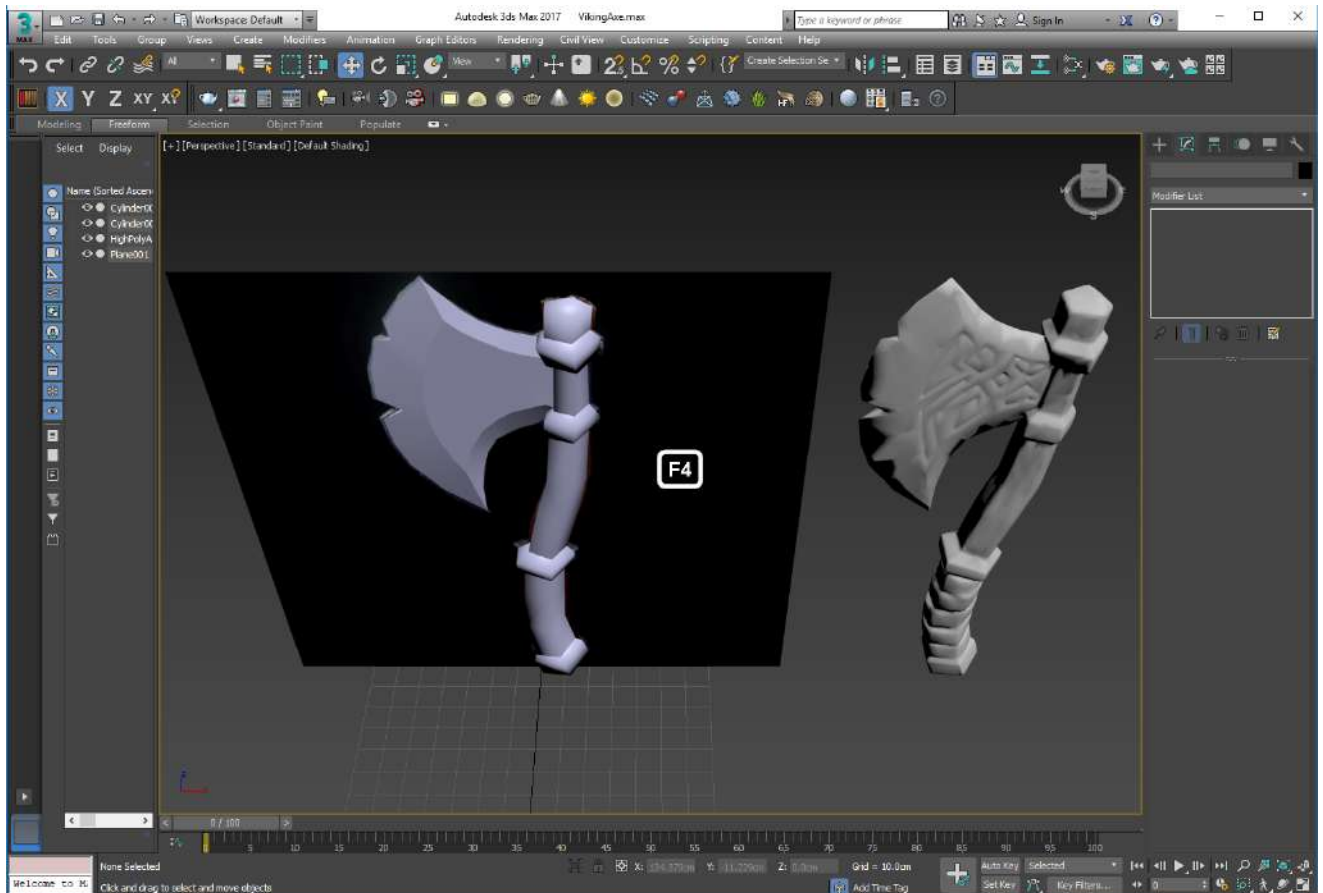


After import, you can press F4 to see difference between lowpoly and highpoly

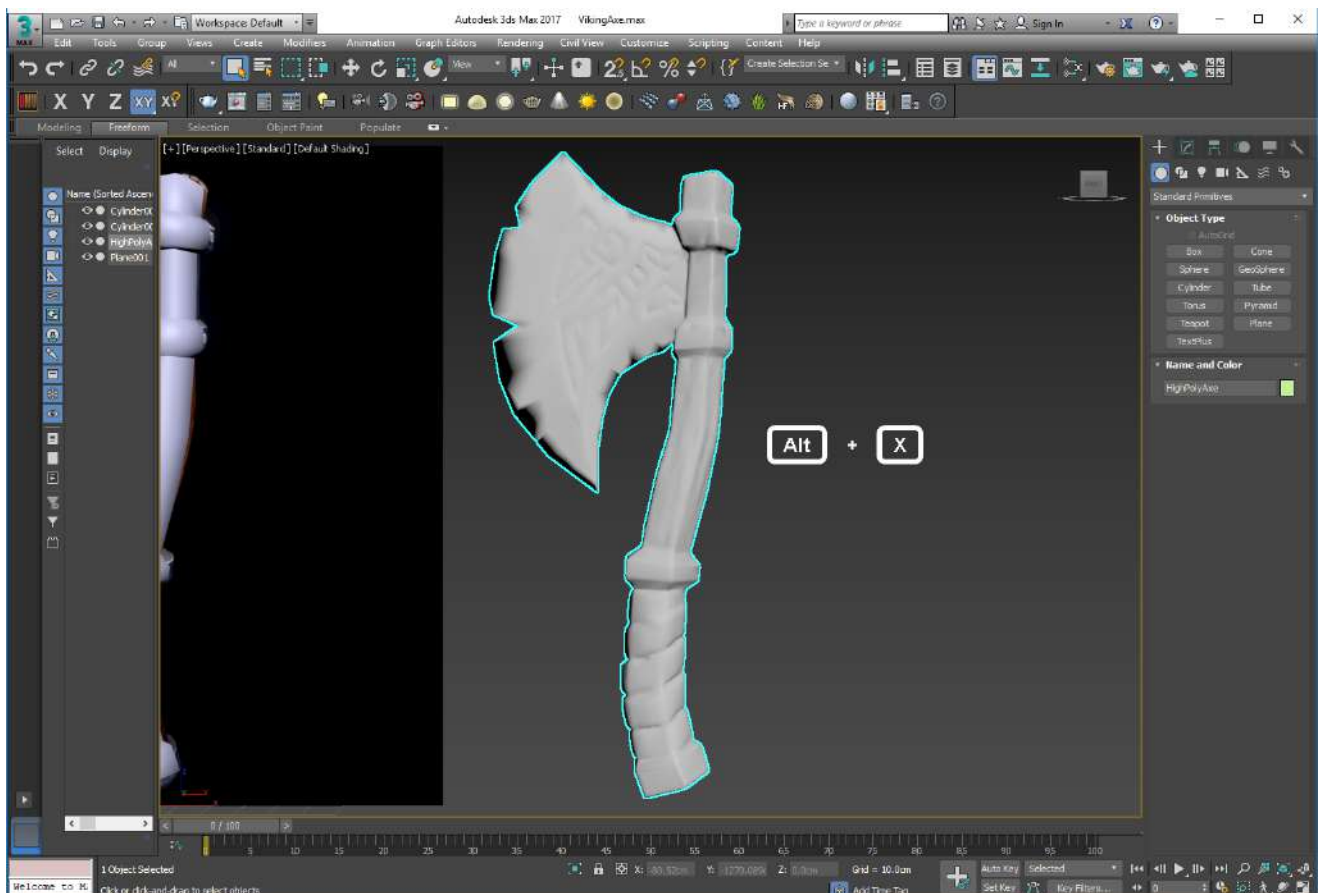




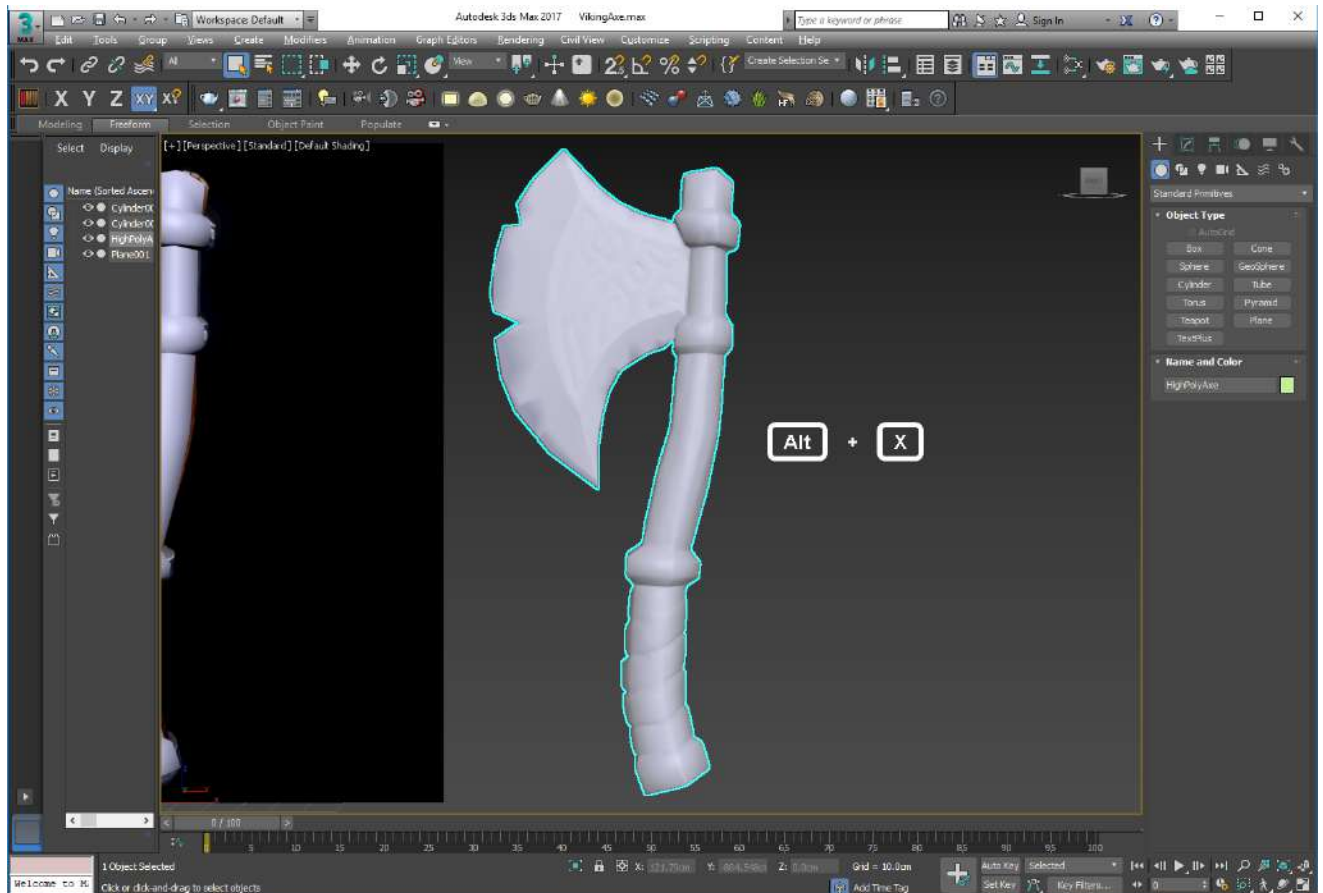
Press F4 to hide the lines (wireframe)



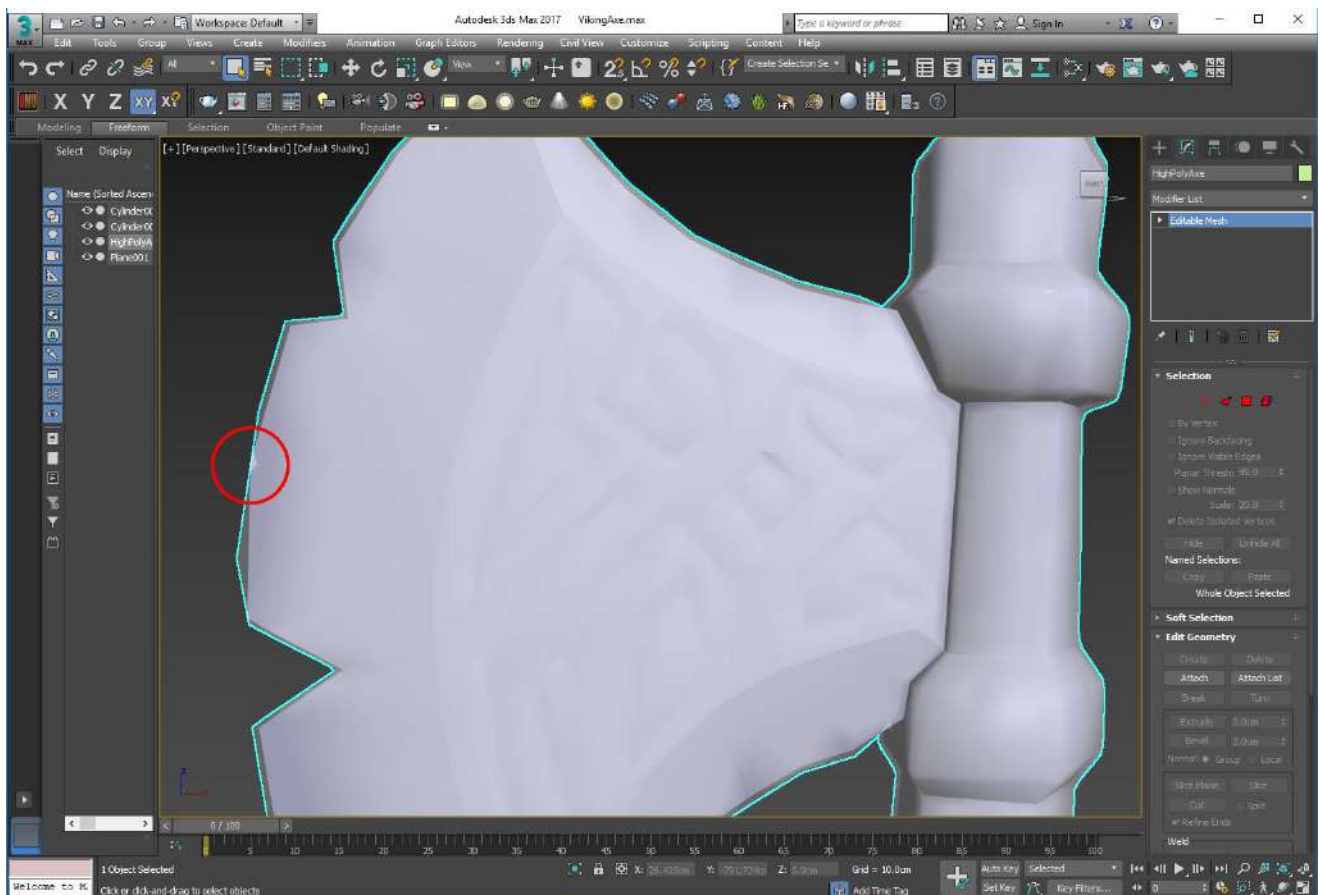
Press Alt + X and turn it to transparent



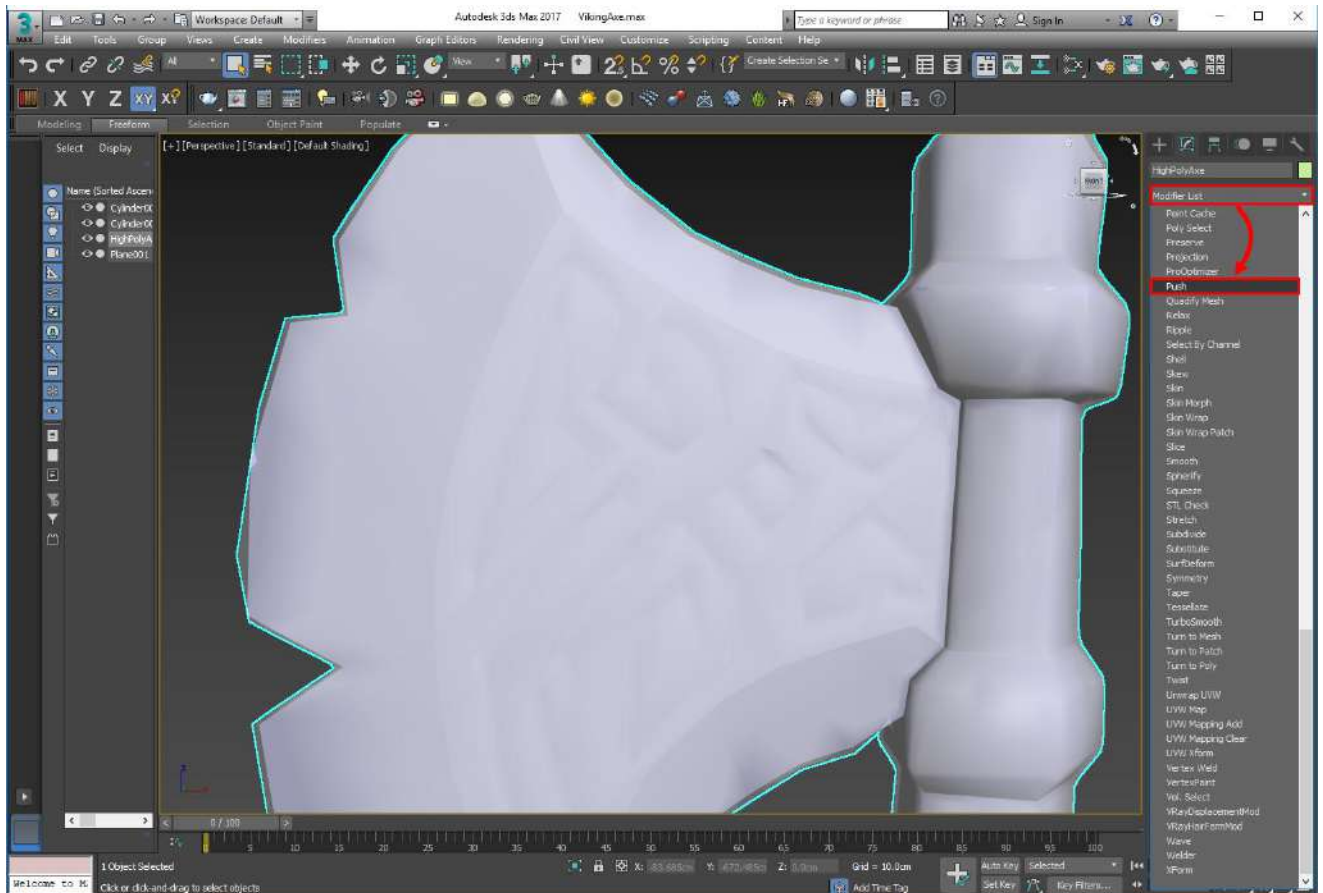
After turn it to transparent, zoom in and check carefully



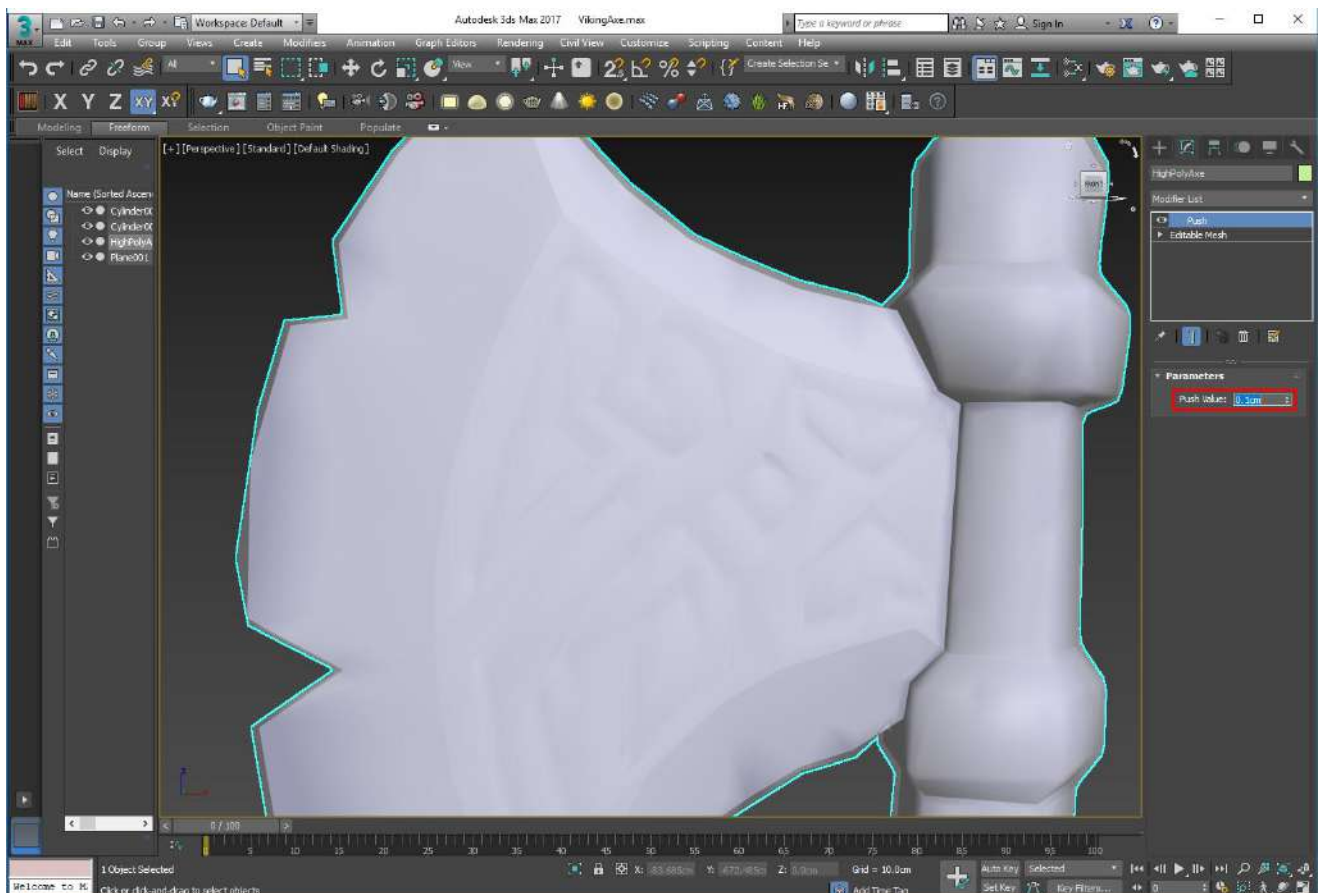
If the highpoly unable cover lowpoly fully, we must use modifier list → push



## Modifier List → Push

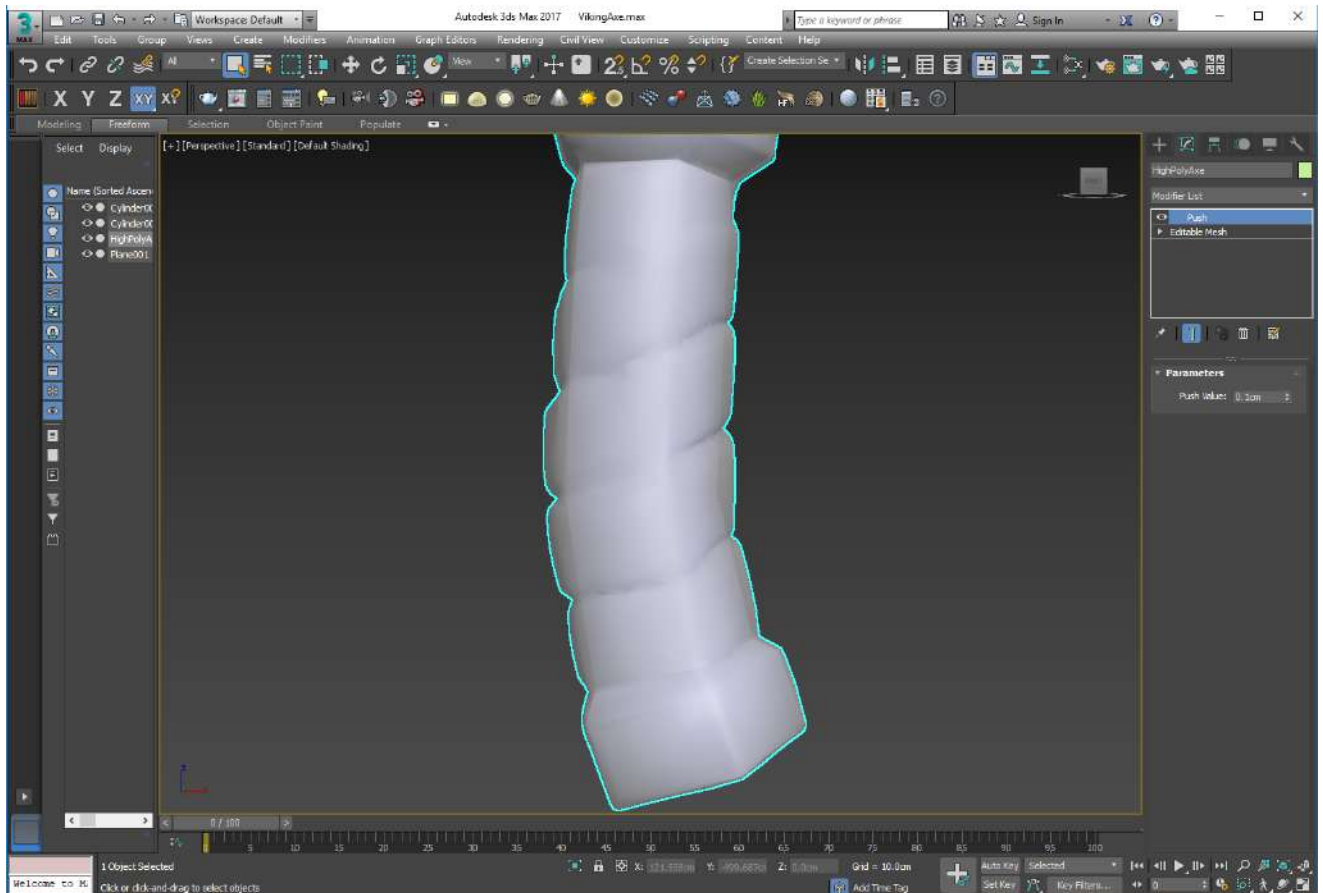


Push value: 0.1cm

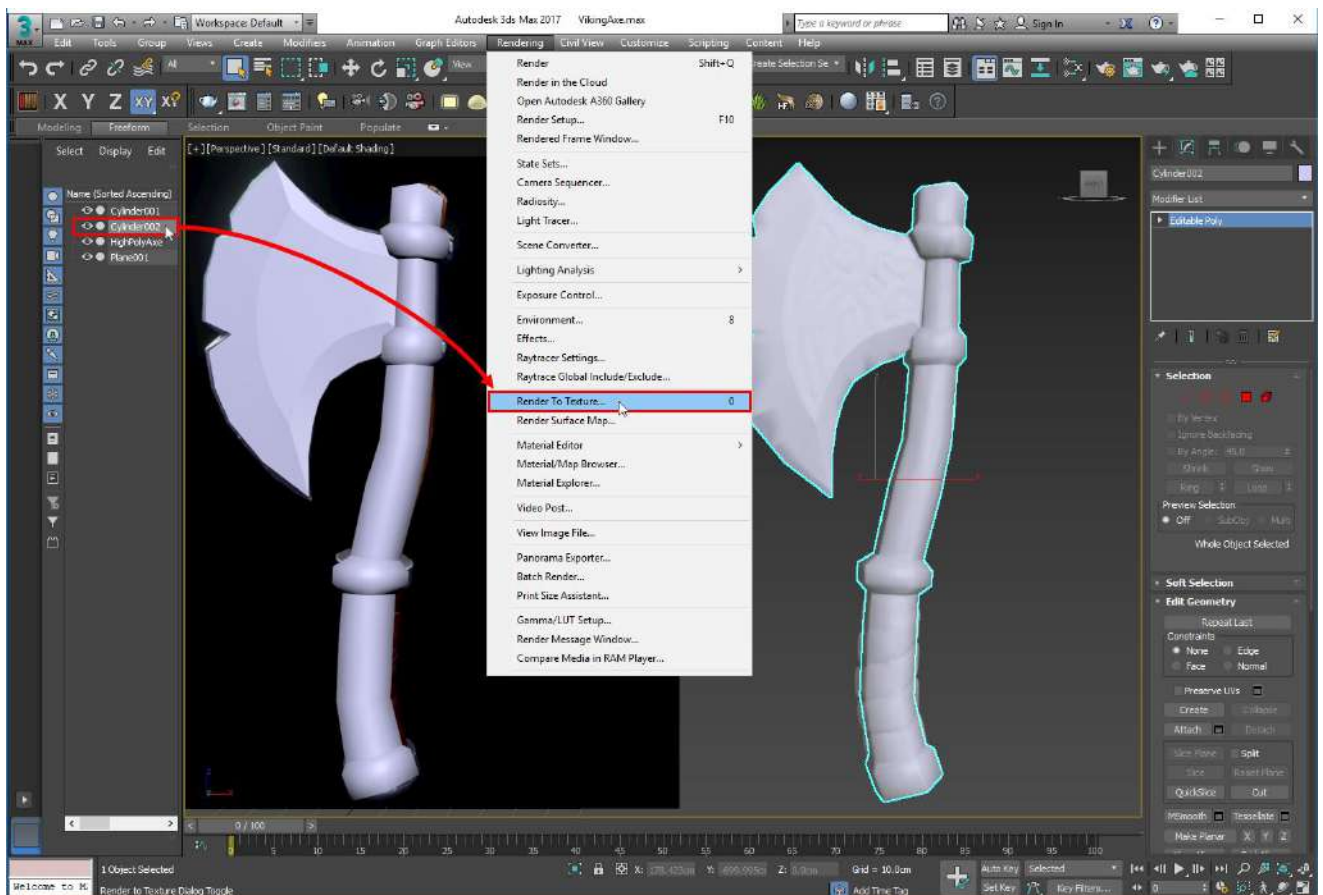




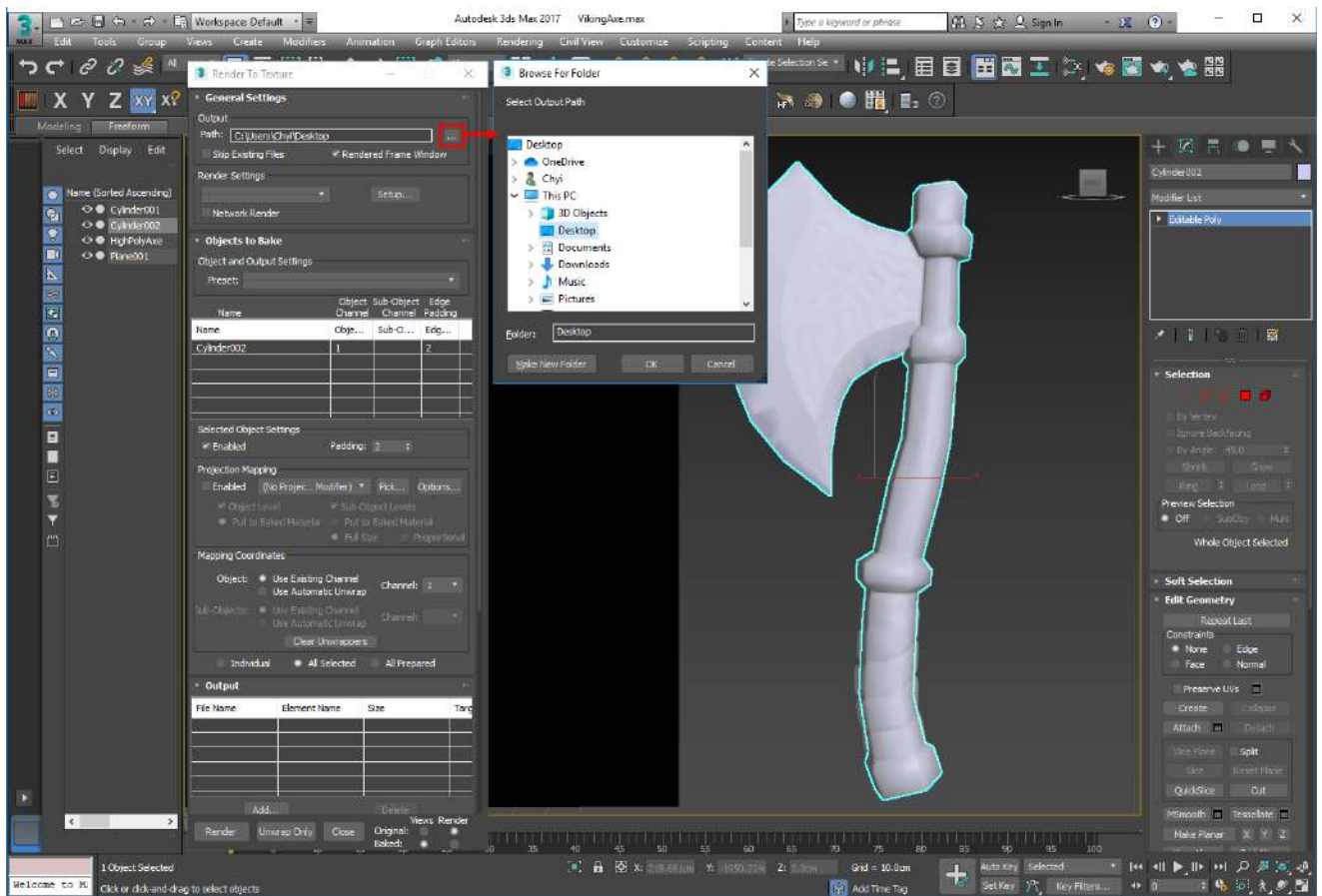
Check other area and part, make sure all fully cover



Select lowpoly axe (inside) and click Rendering → Render To Texture

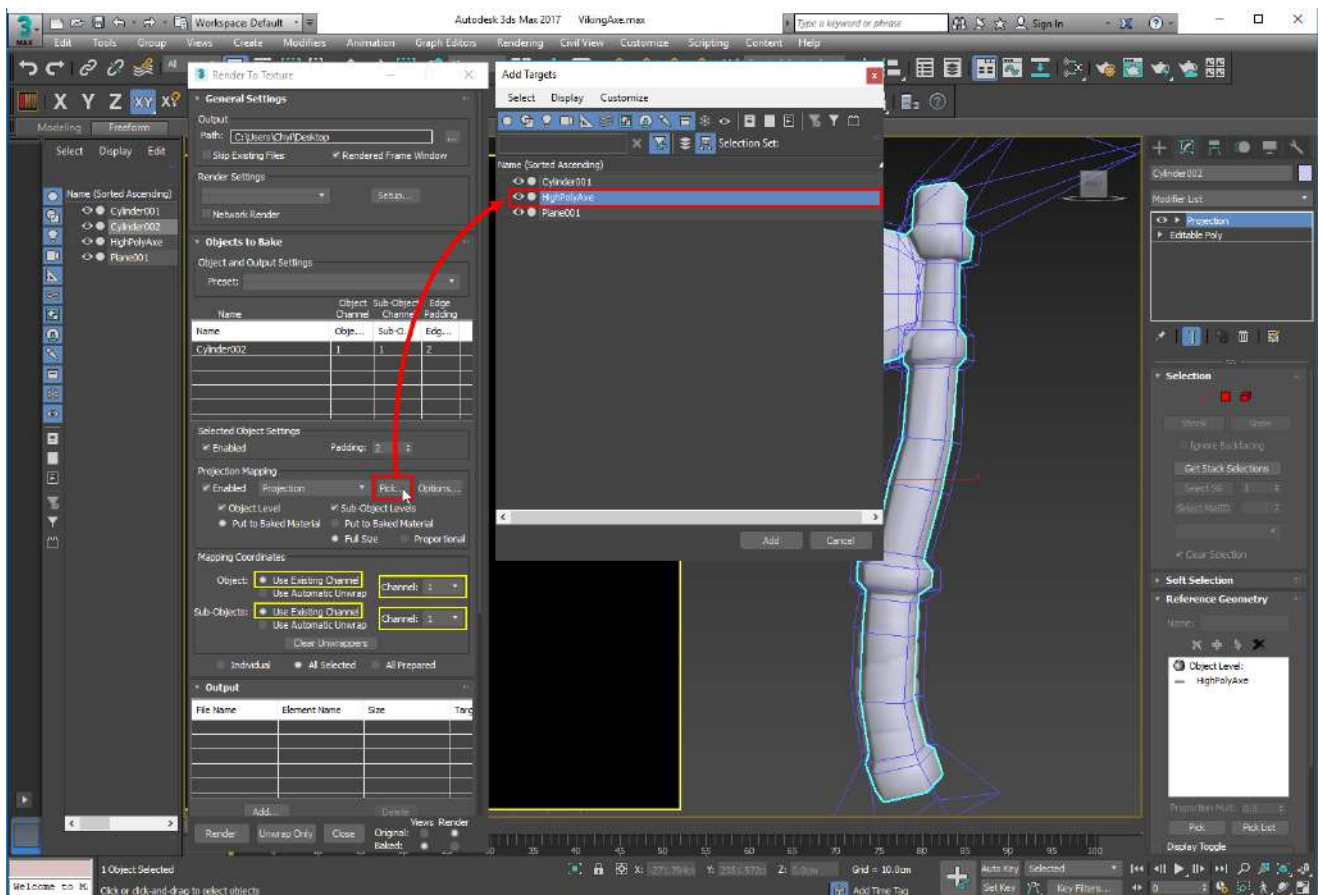


## Select output folder for saving normal map



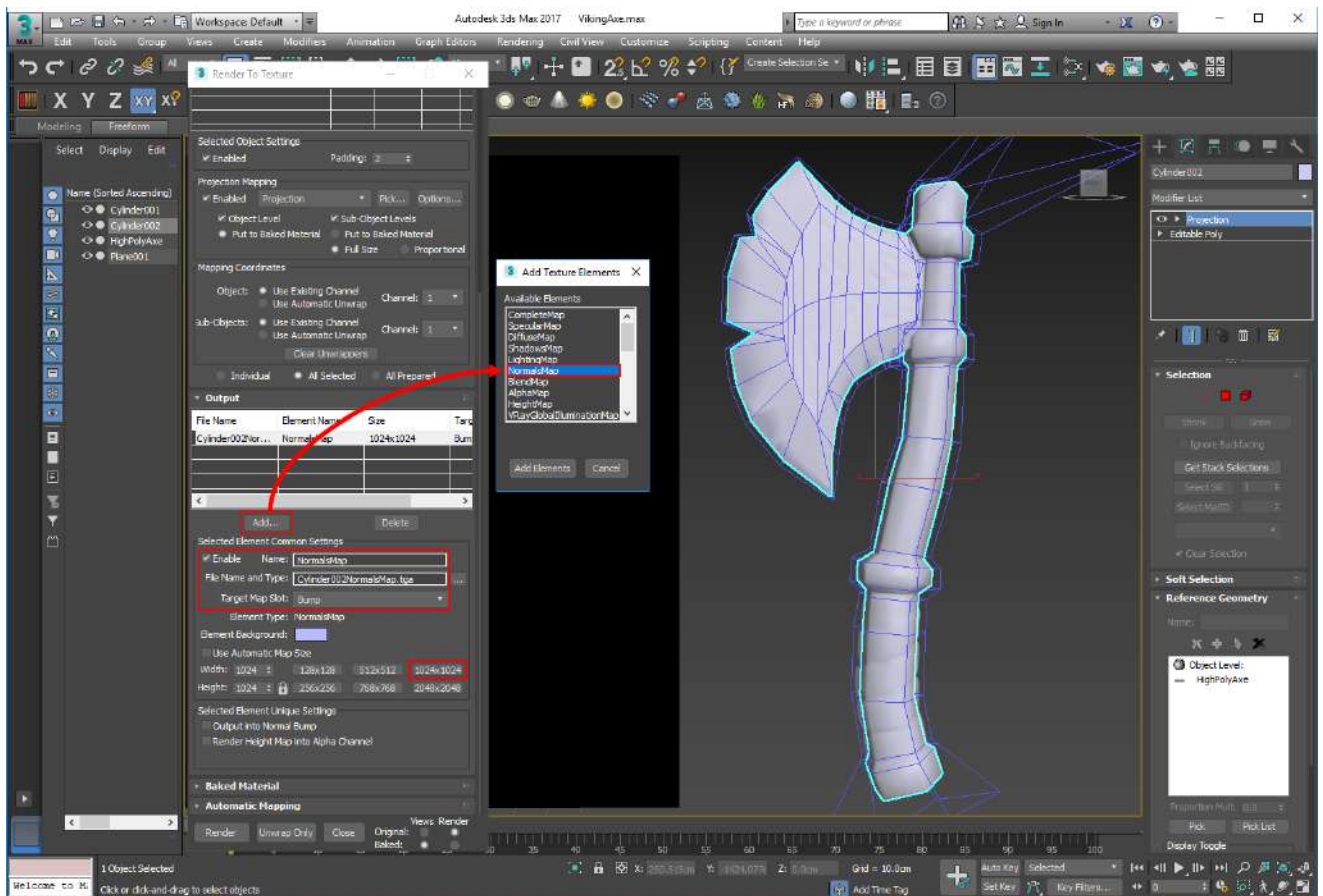
Click "Pick" and choose HighPolyAxe

Also select both "Use Existing Channel" and Channel: 1

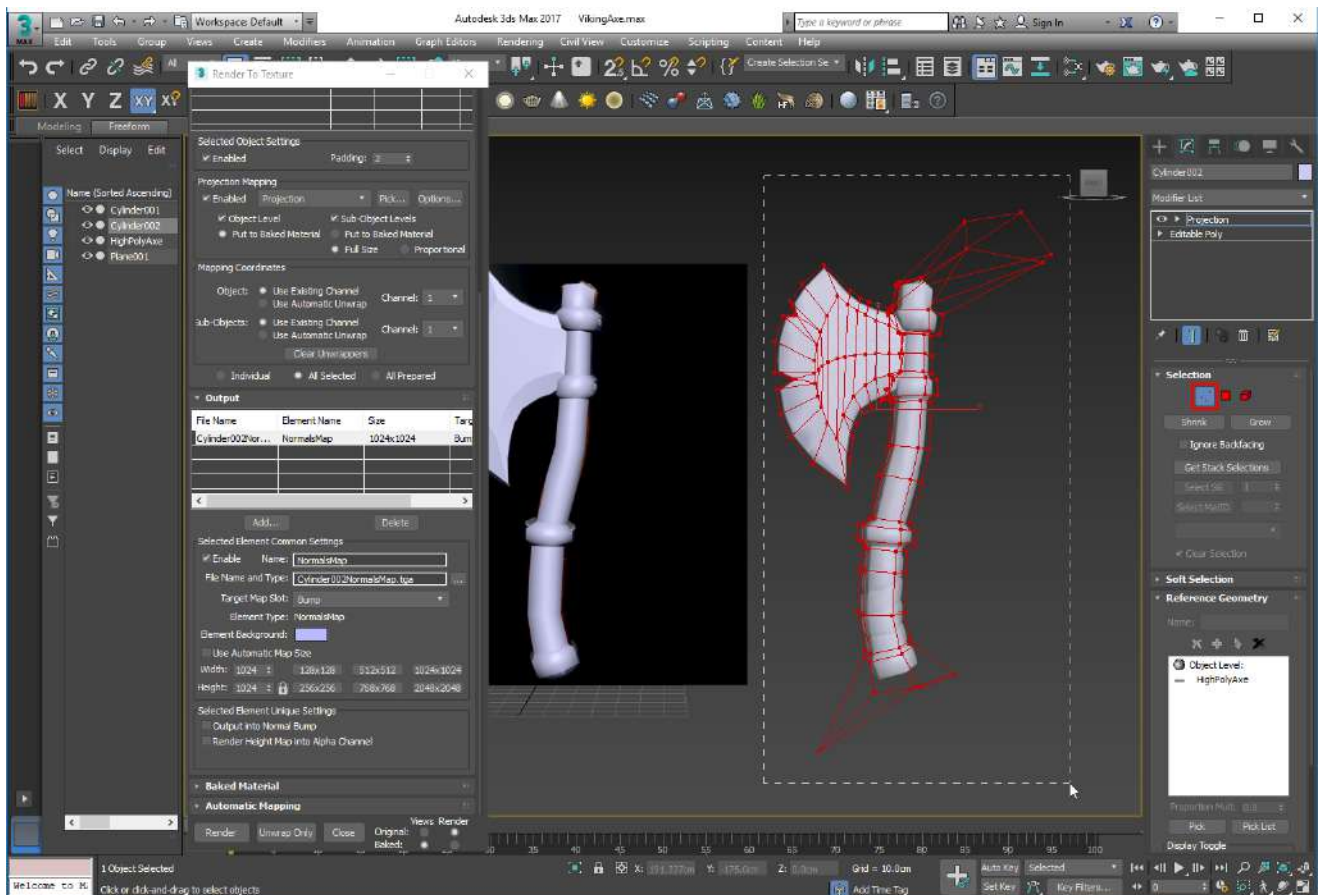




Under Output, click "Add..." and select NormalsMap  
And also click 1024 x 1024 for map size

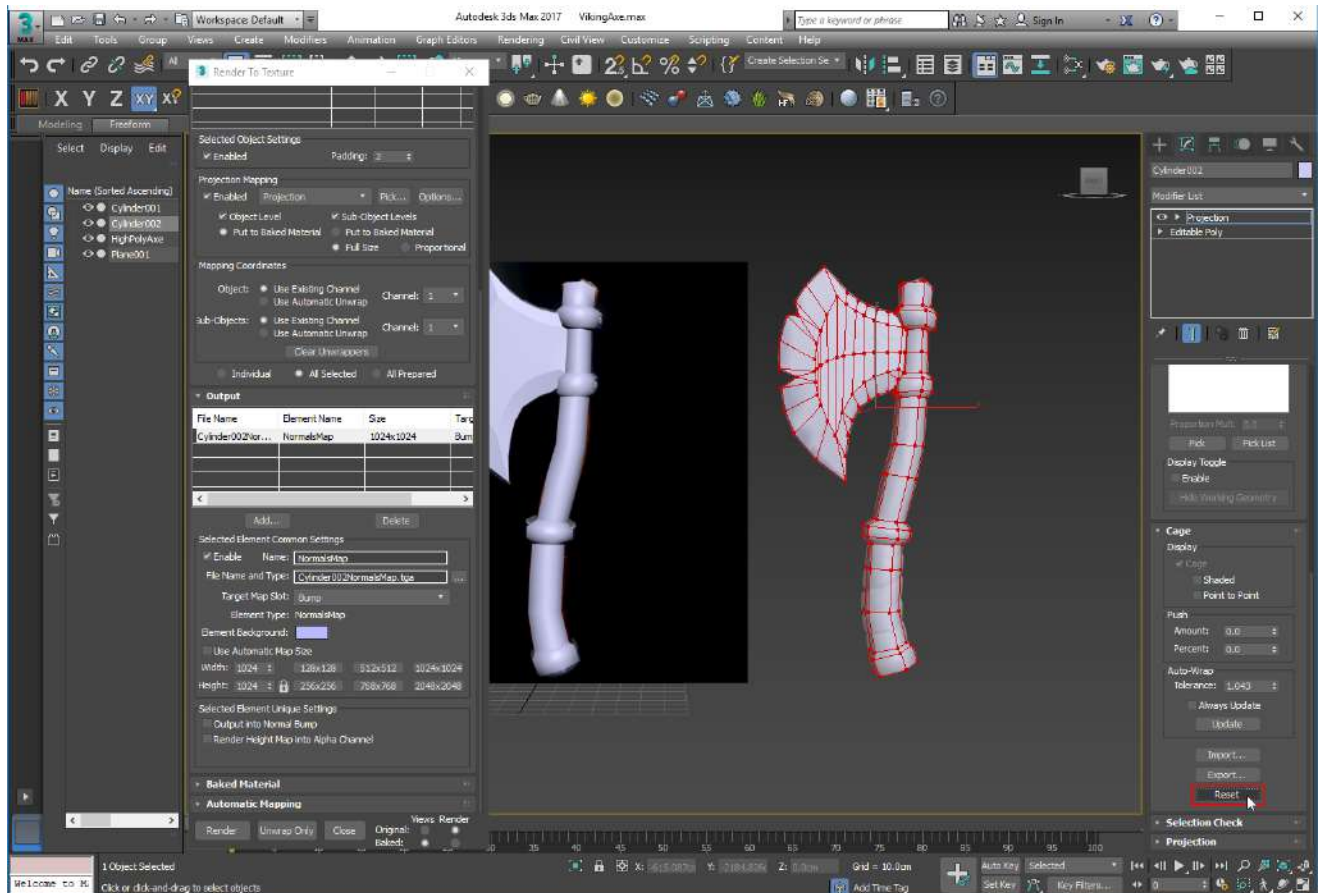


Under Modify panel, select "Cage" (vertex) and select all vertex

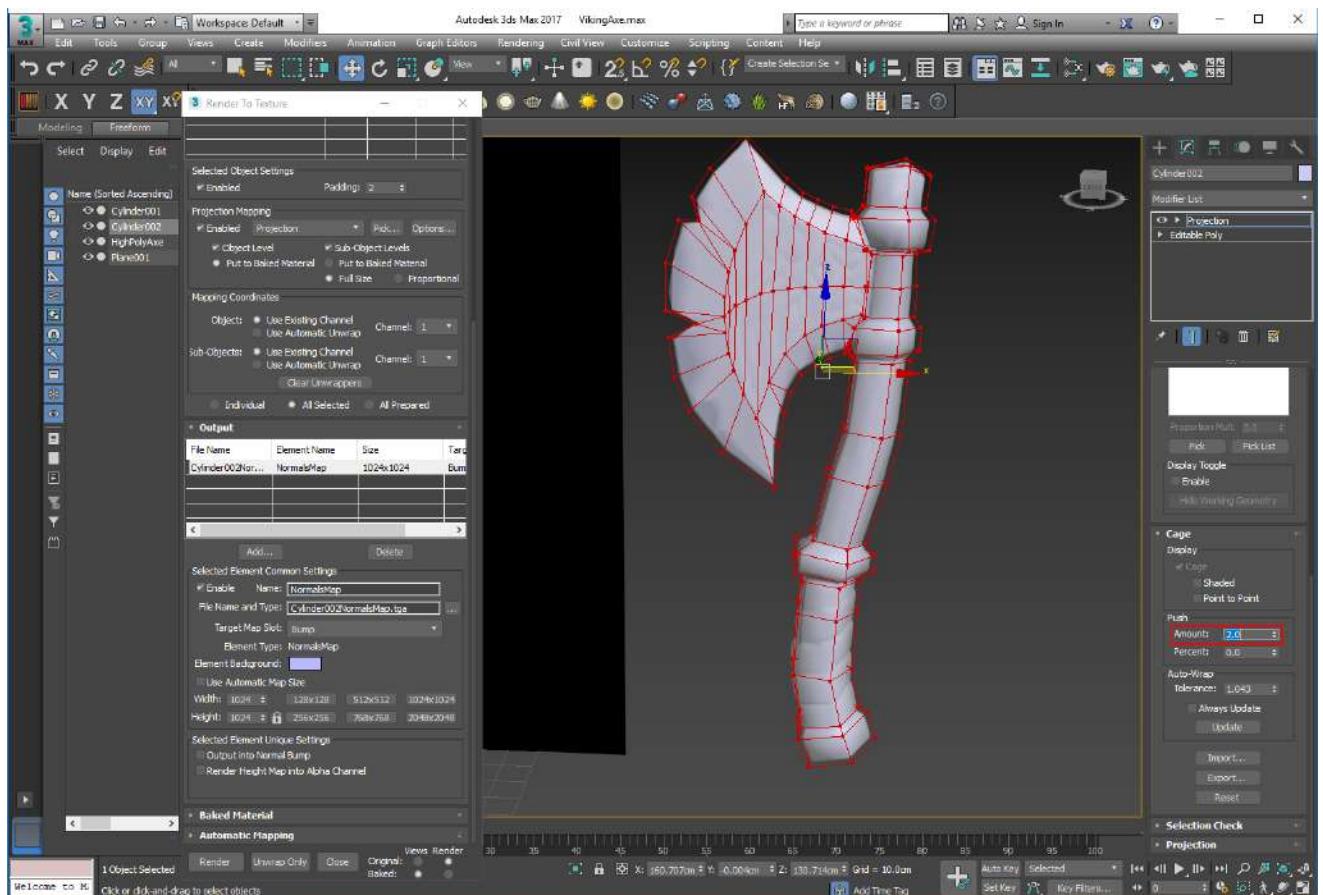




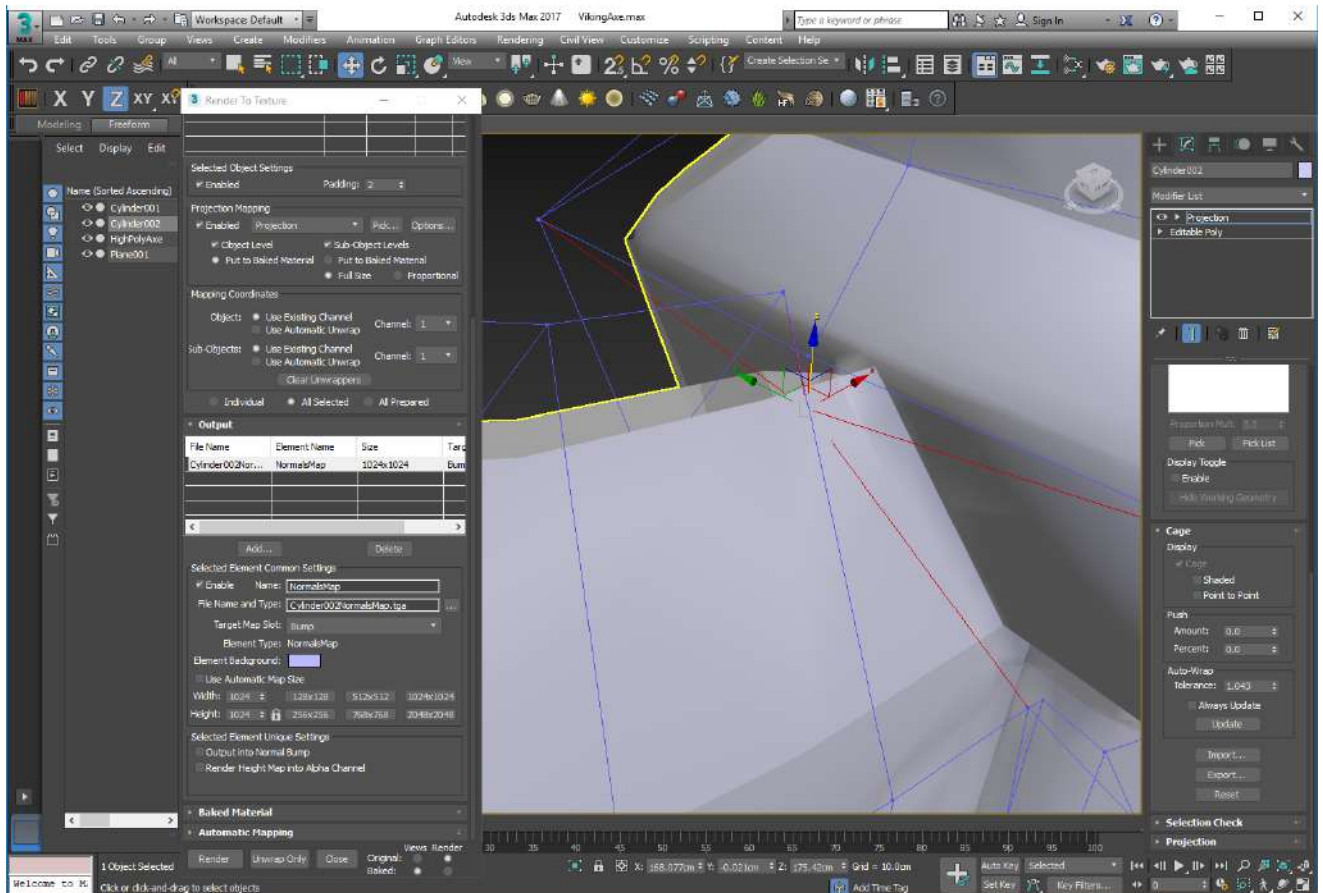
Scroll down and click "Reset" button



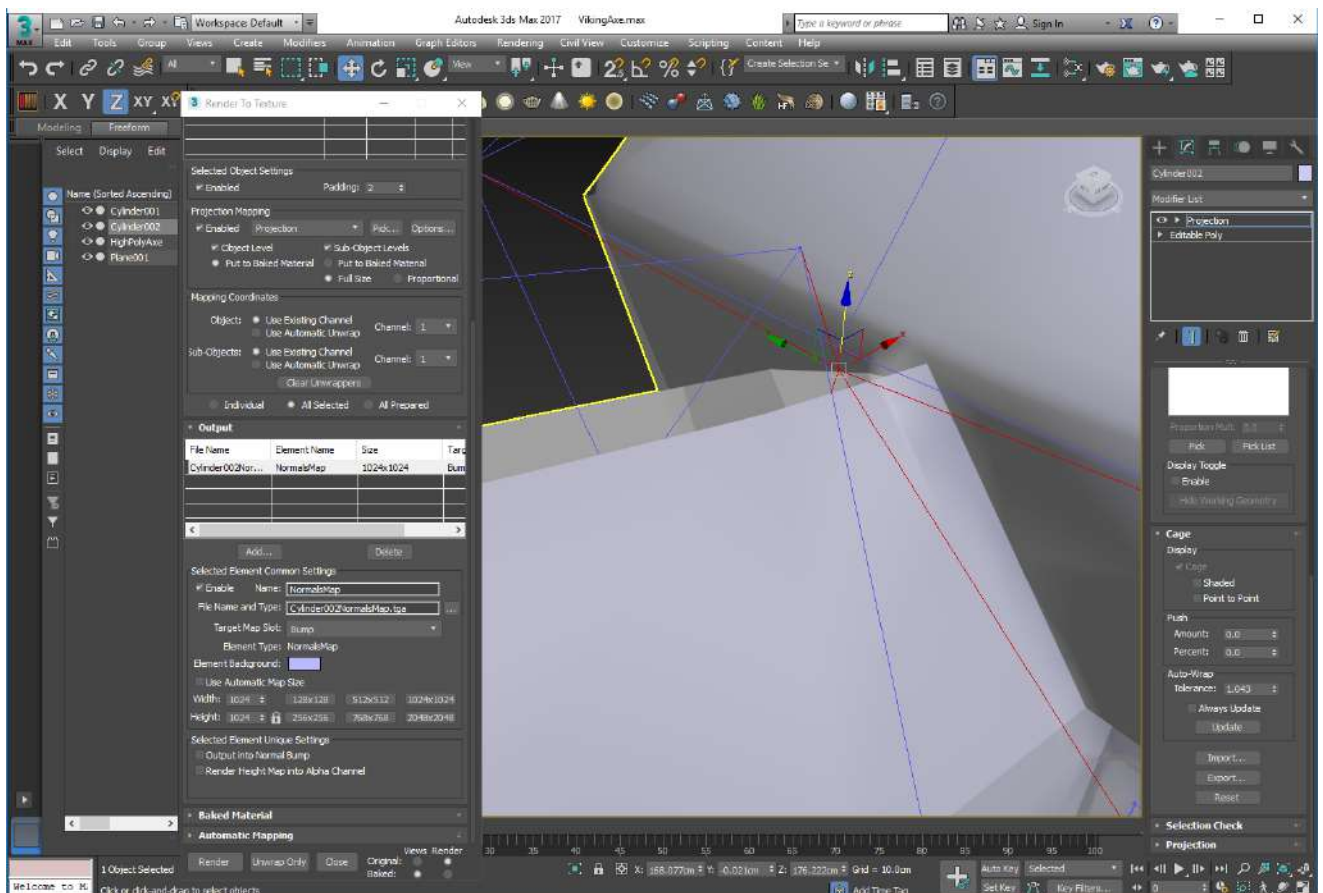
Under Push, add a small amount number, and you will see the cage almost cover all highpoly axe



## Zoom in and check carefully all cage (vertex)



## If there is cage (vertex) inside, adjust it to correct position





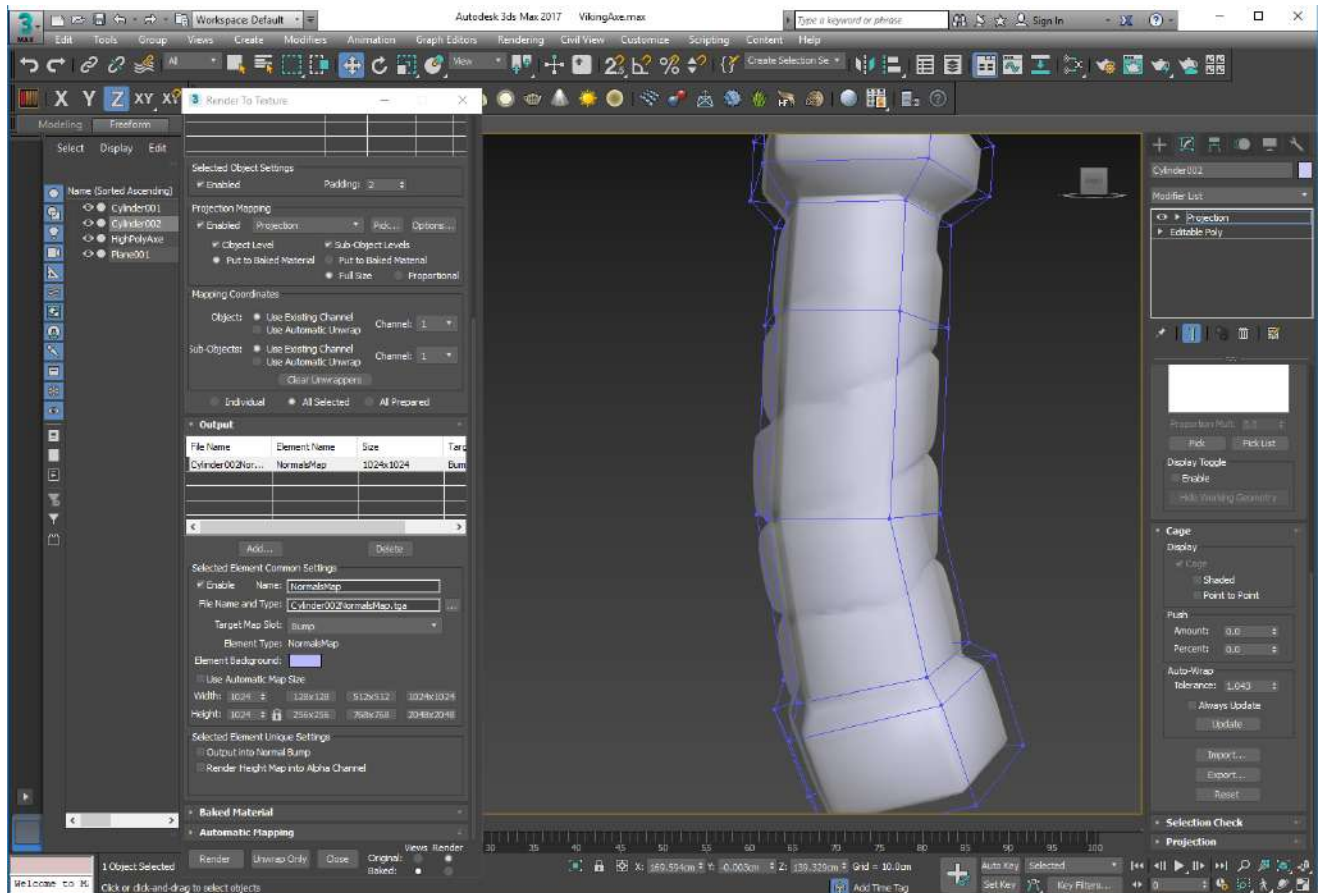
The screenshot displays the Autodesk 3ds Max 2017 interface with the 'Render To Texture' dialog box open. The dialog is configured for a 'Projection' map. The 'Output' section contains a table with the following data:

File Name	Element Name	Size	Format
Cylinder002	NormalMap	1024x1024	Bump

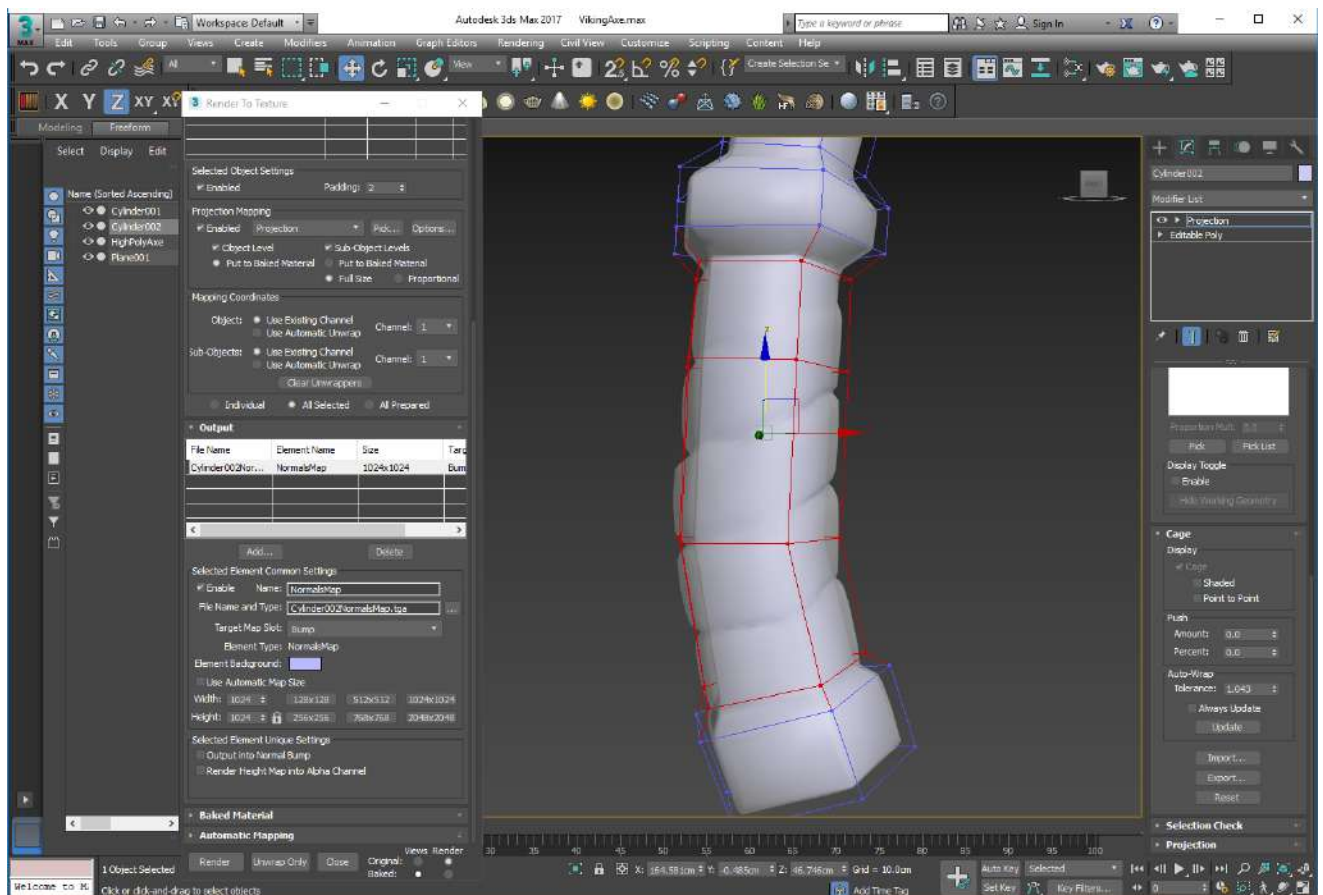
The 'Selected Element Common Settings' section shows the 'NormalMap' element selected. The 'Baked Material' section is also visible at the bottom of the dialog.



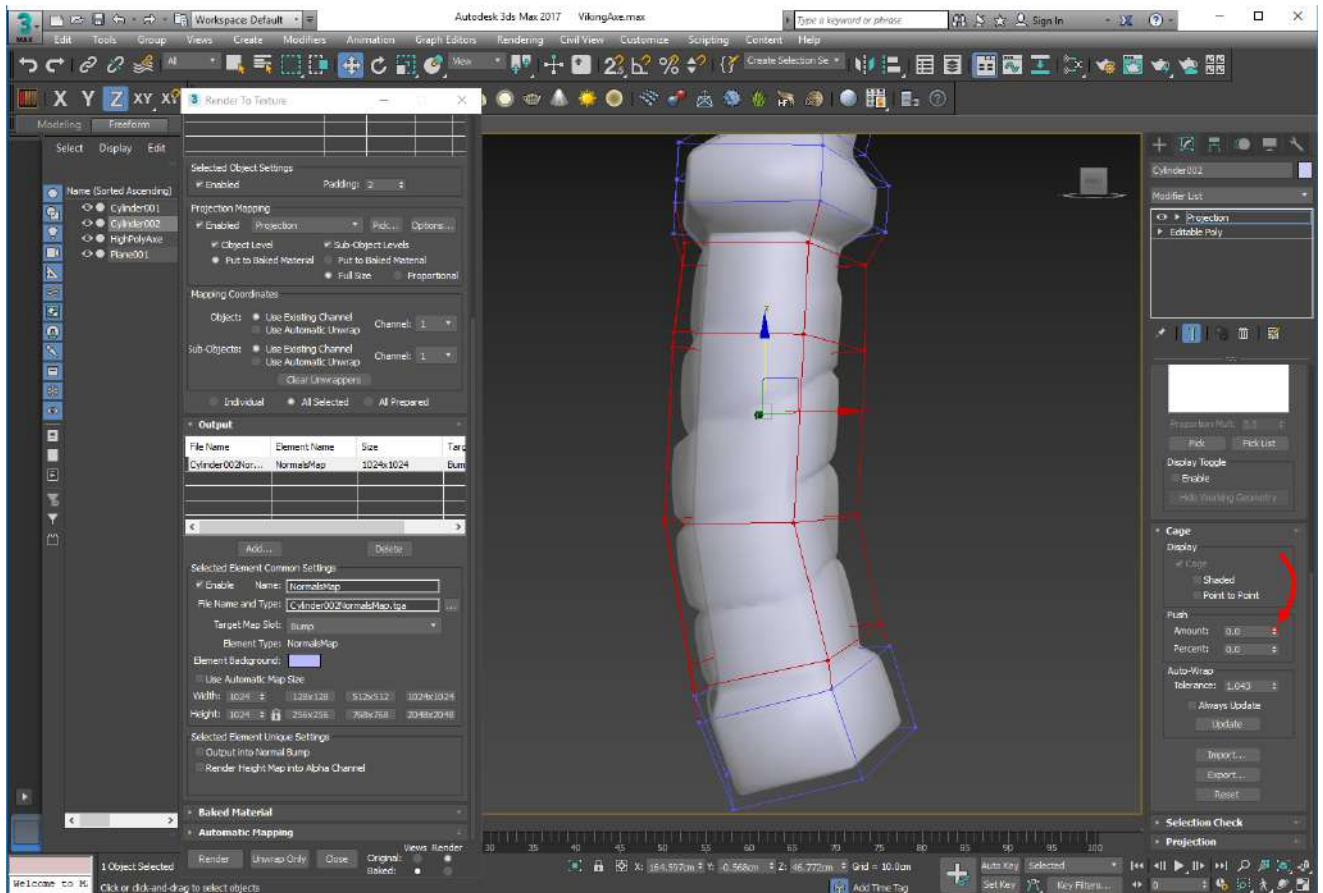
Check handle part, and you can see the cage doesn't cover all



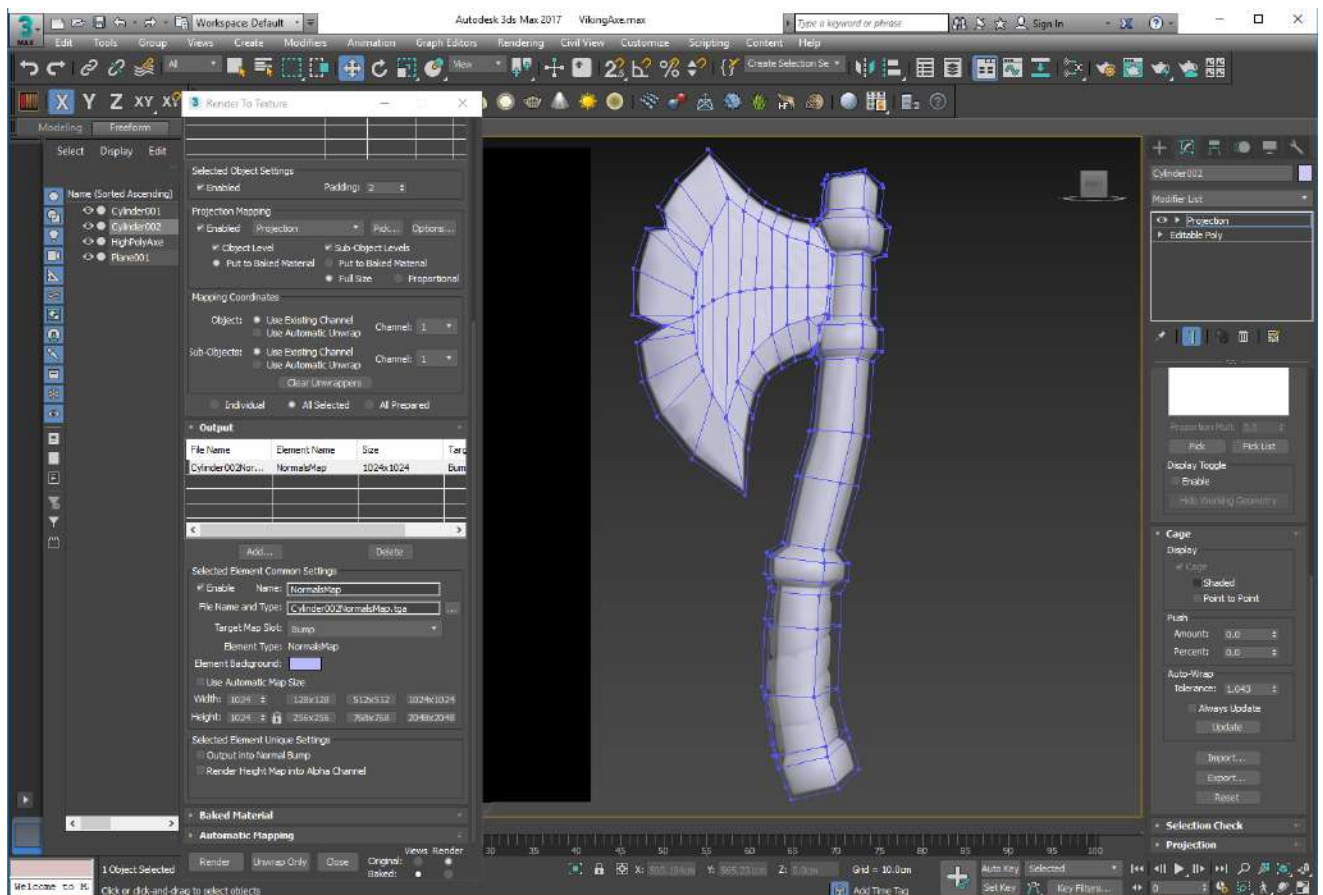
Select cage (vertex)



Click ▲ and slowly increase, until the cage fully cover handle part

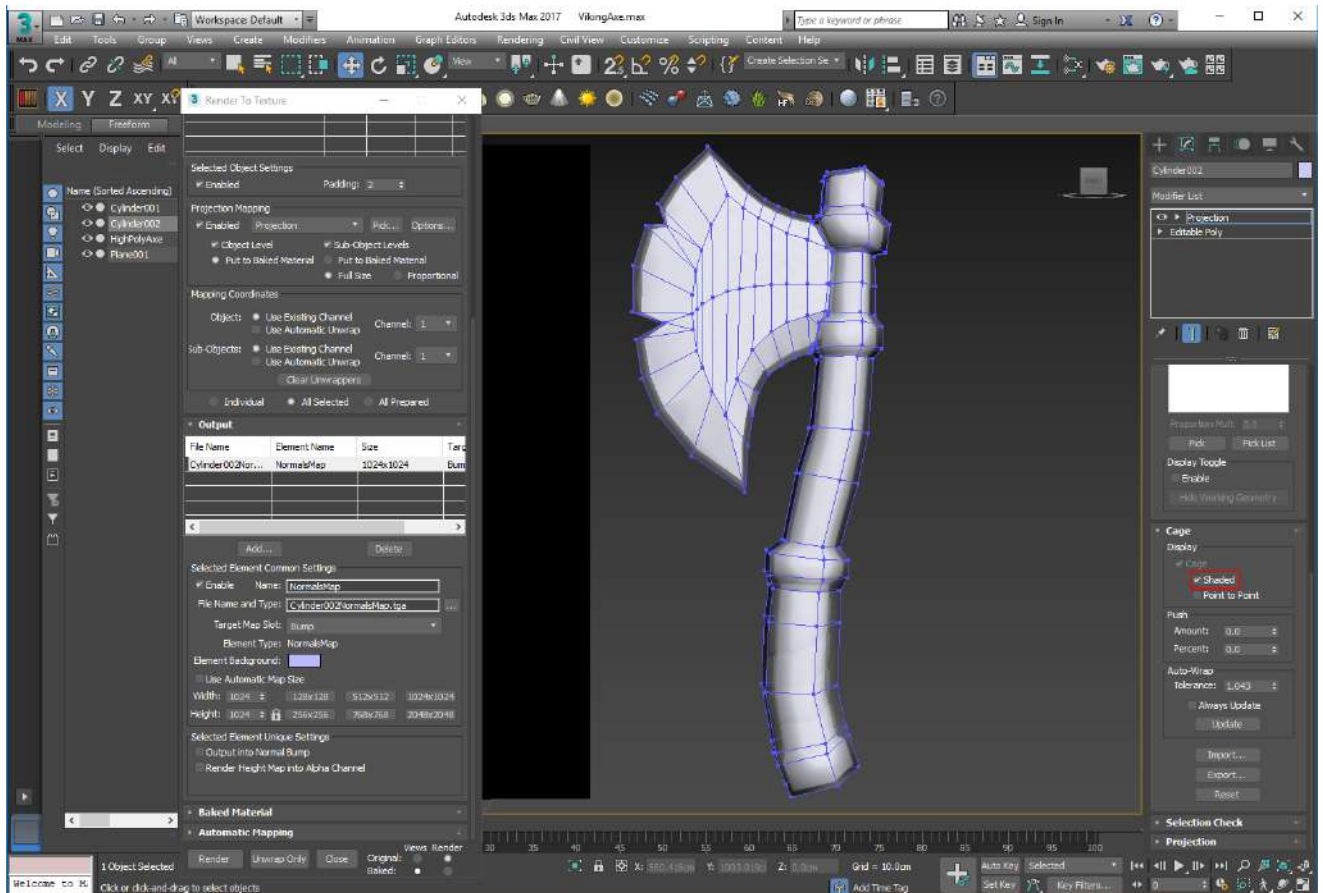


Done



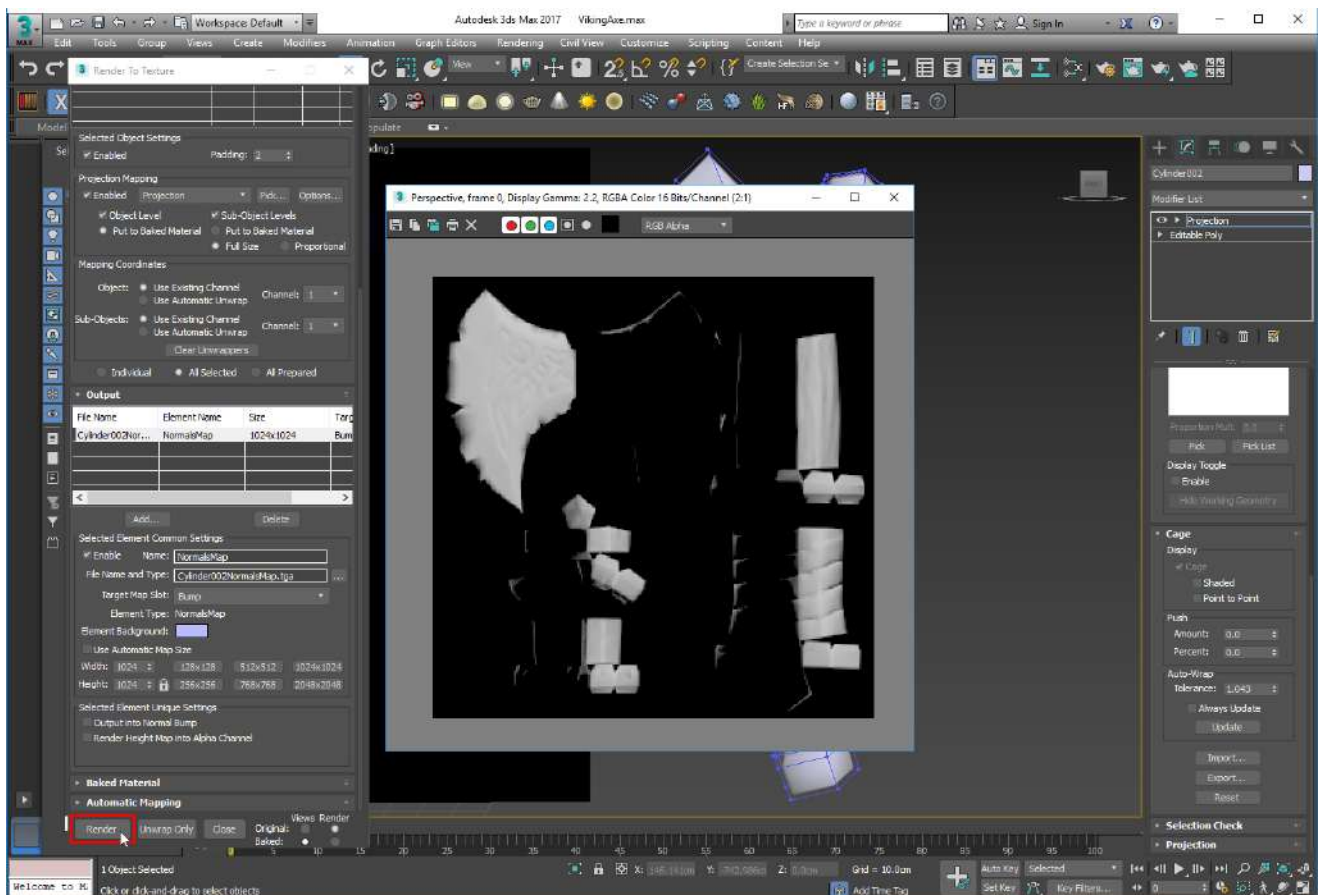


If you still worry, enable “Shaded” to check cage again



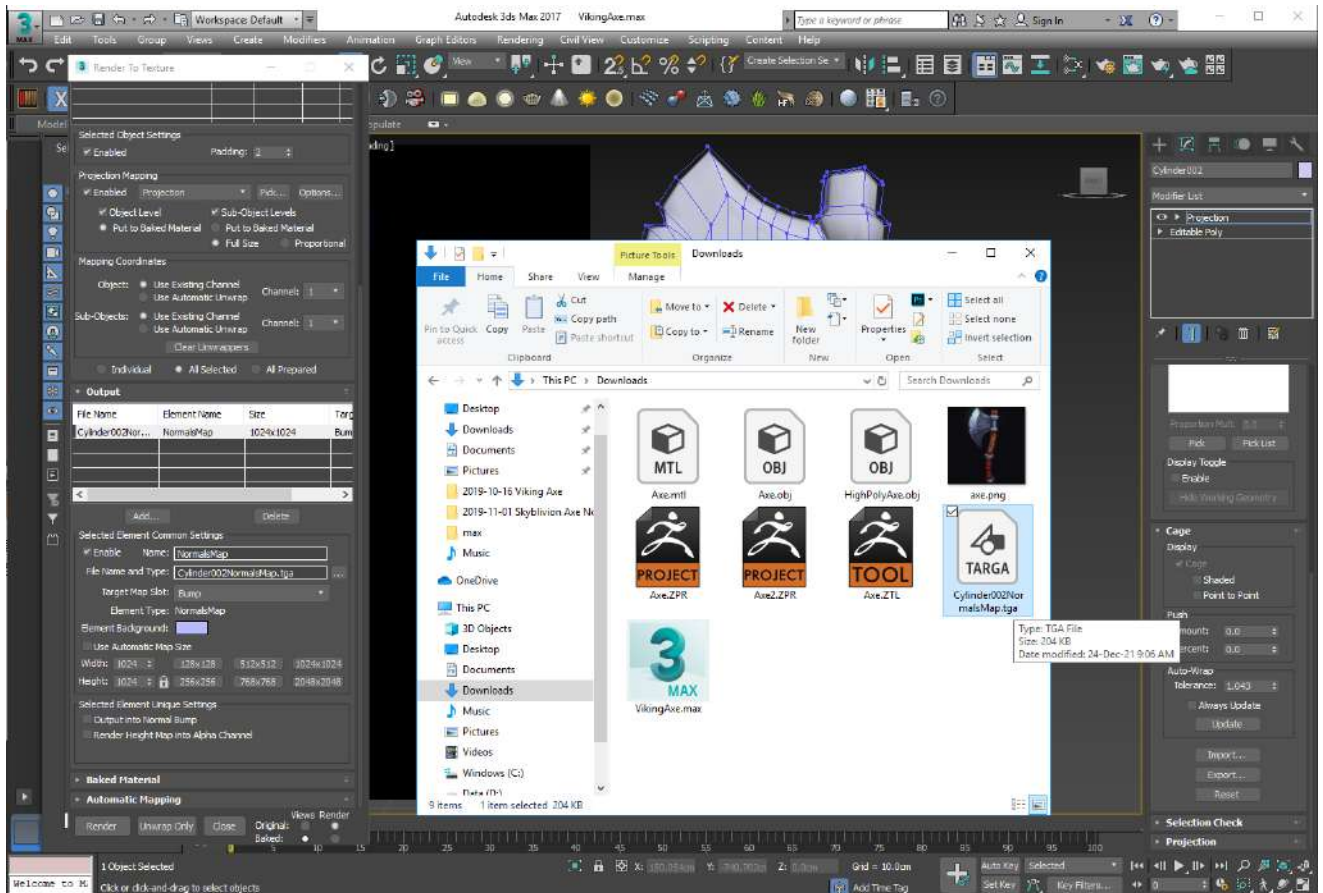
After complete, click Render button to render normal map

Make sure the render maps doesn't have red color

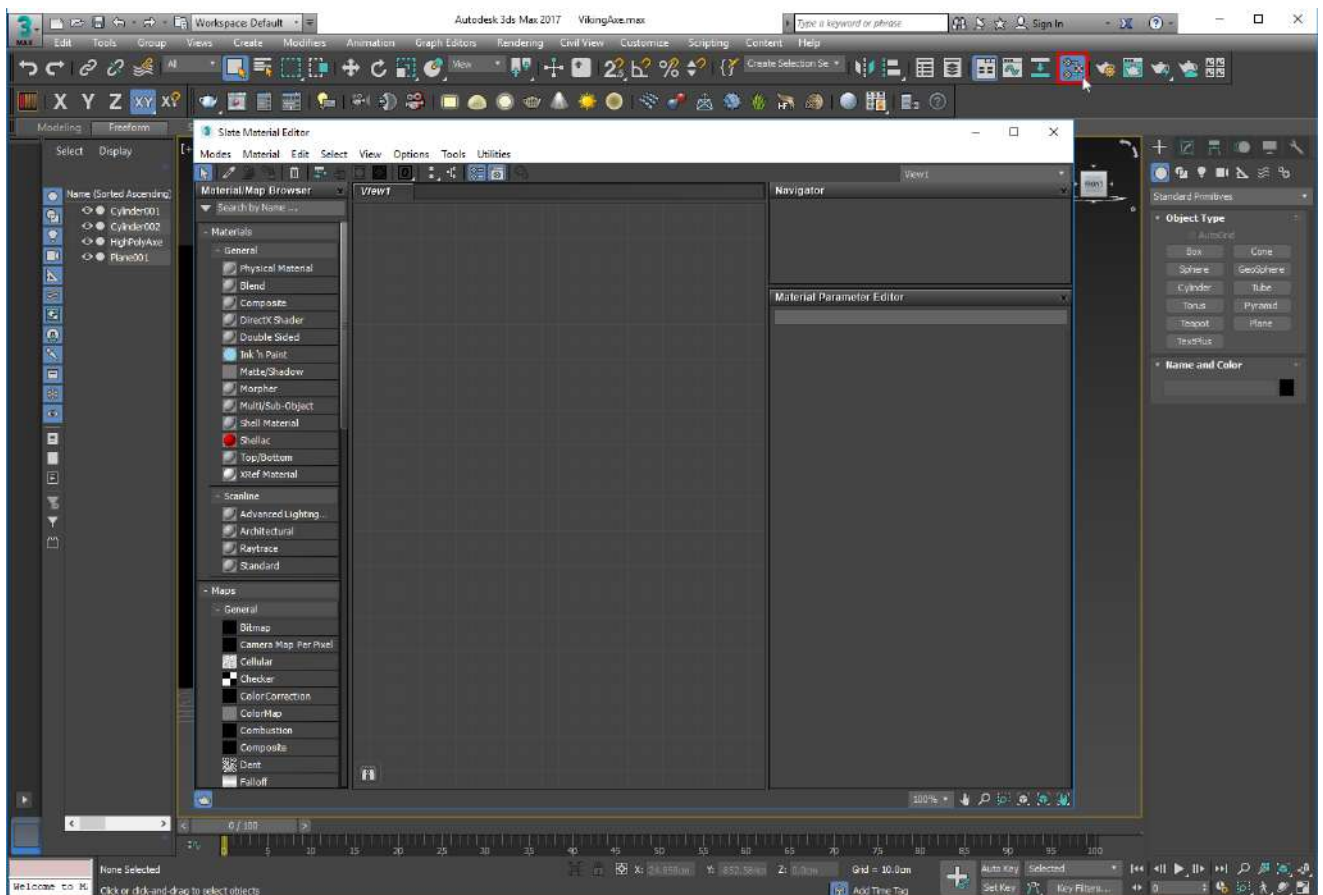




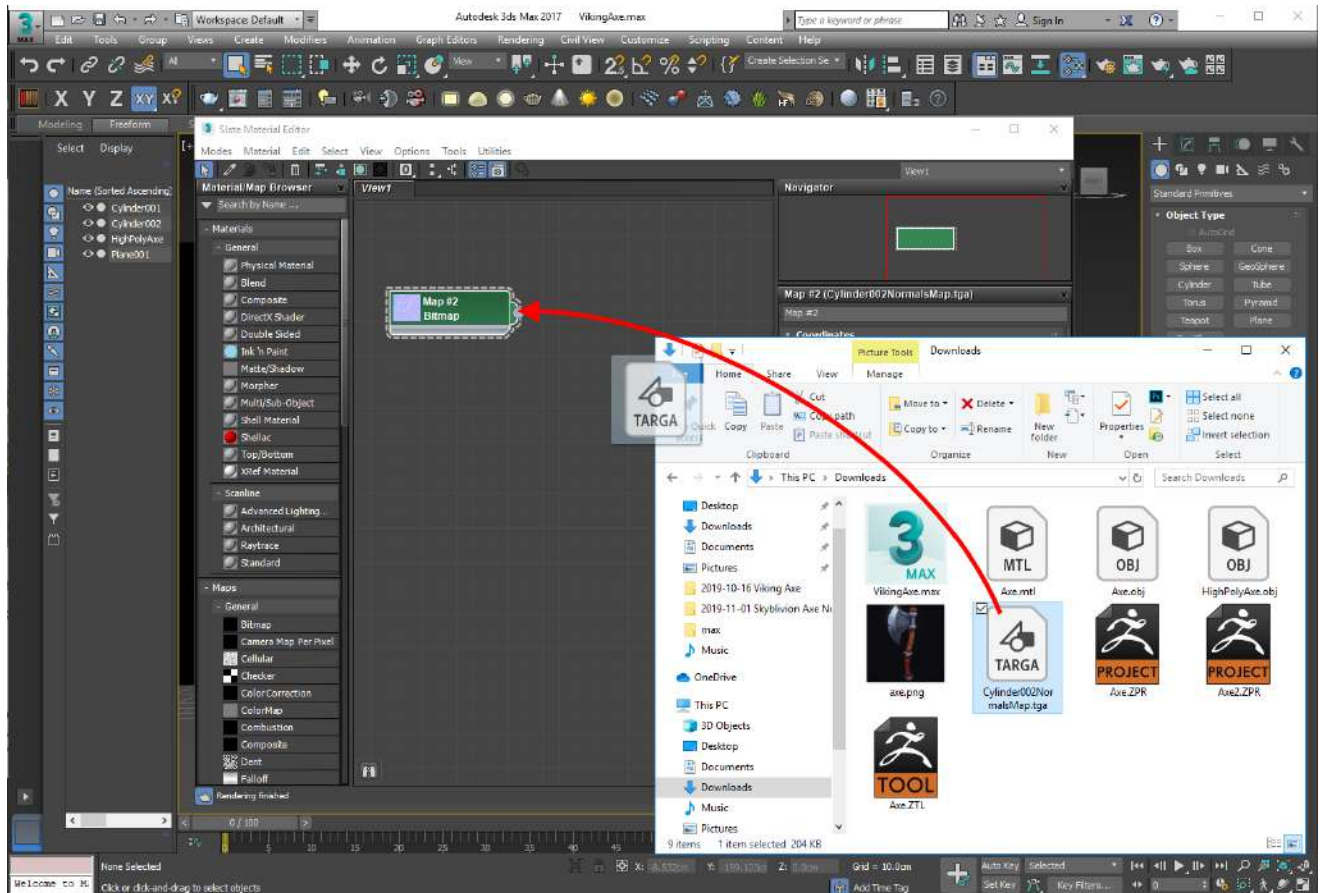
After render, check your output folder, and you will see NormalsMap.tga



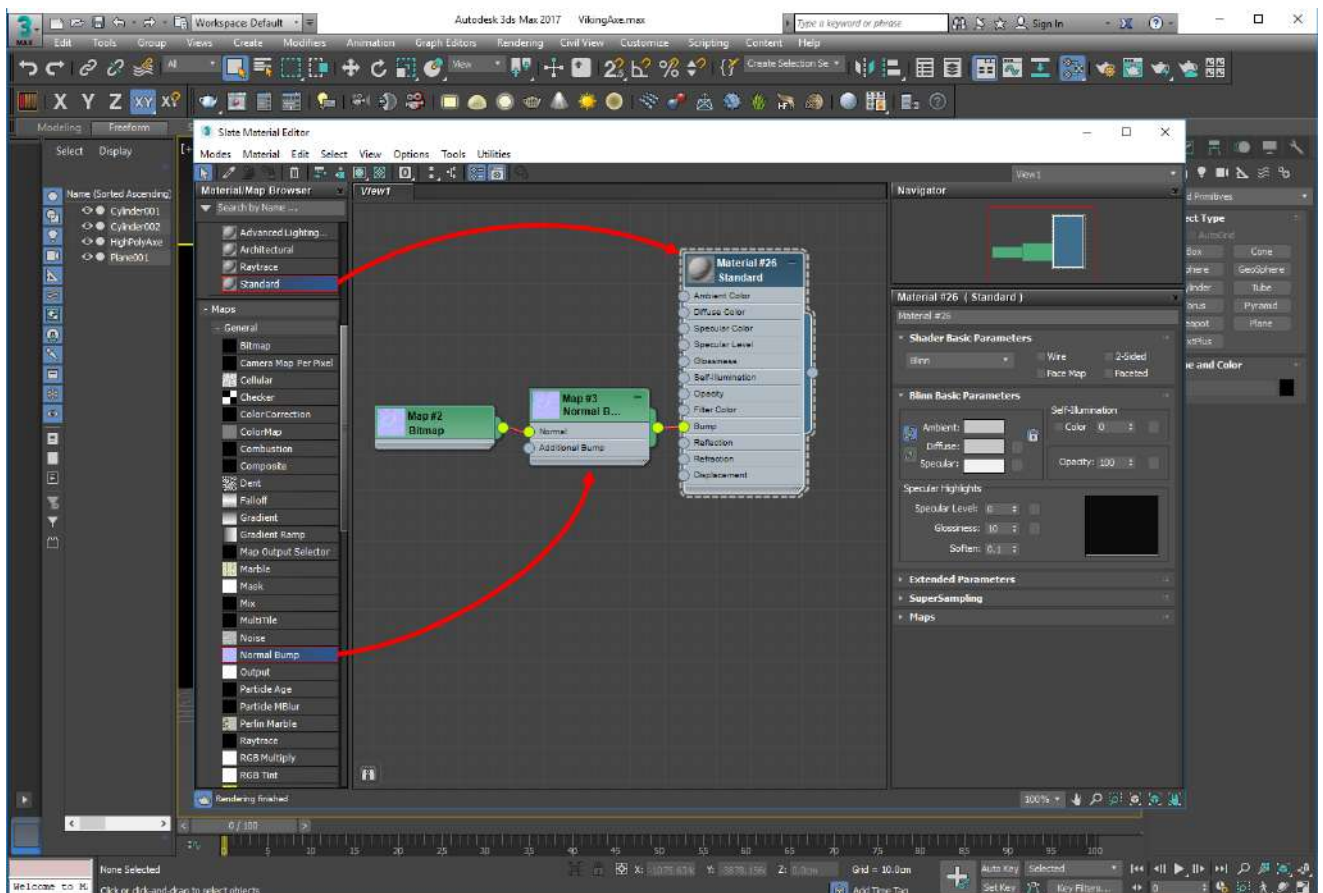
Open Slate Material Editor



# Import NormalsMap.tga into Slate Material Editor

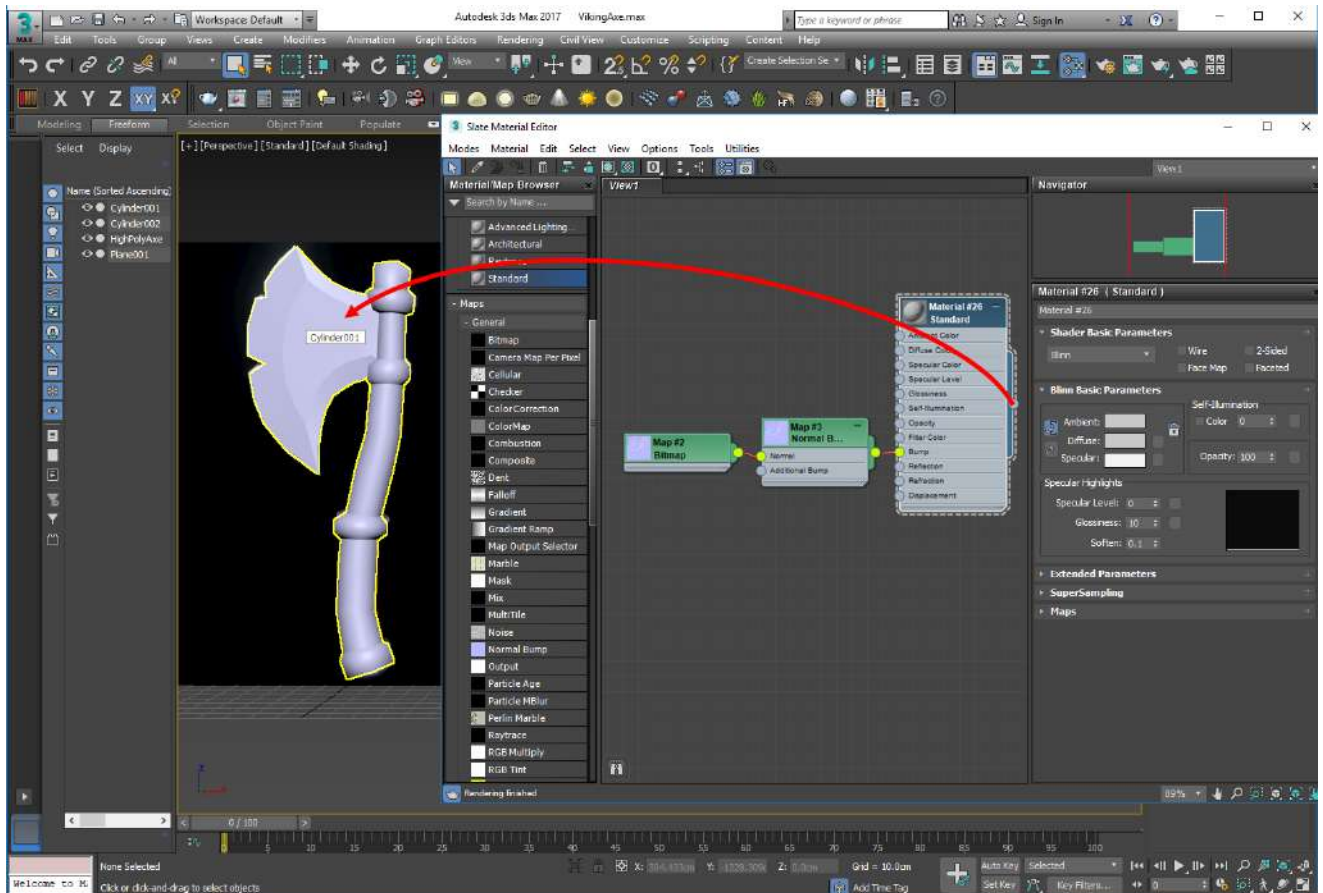


## Drag "Standard" material and "Normal Bump" material

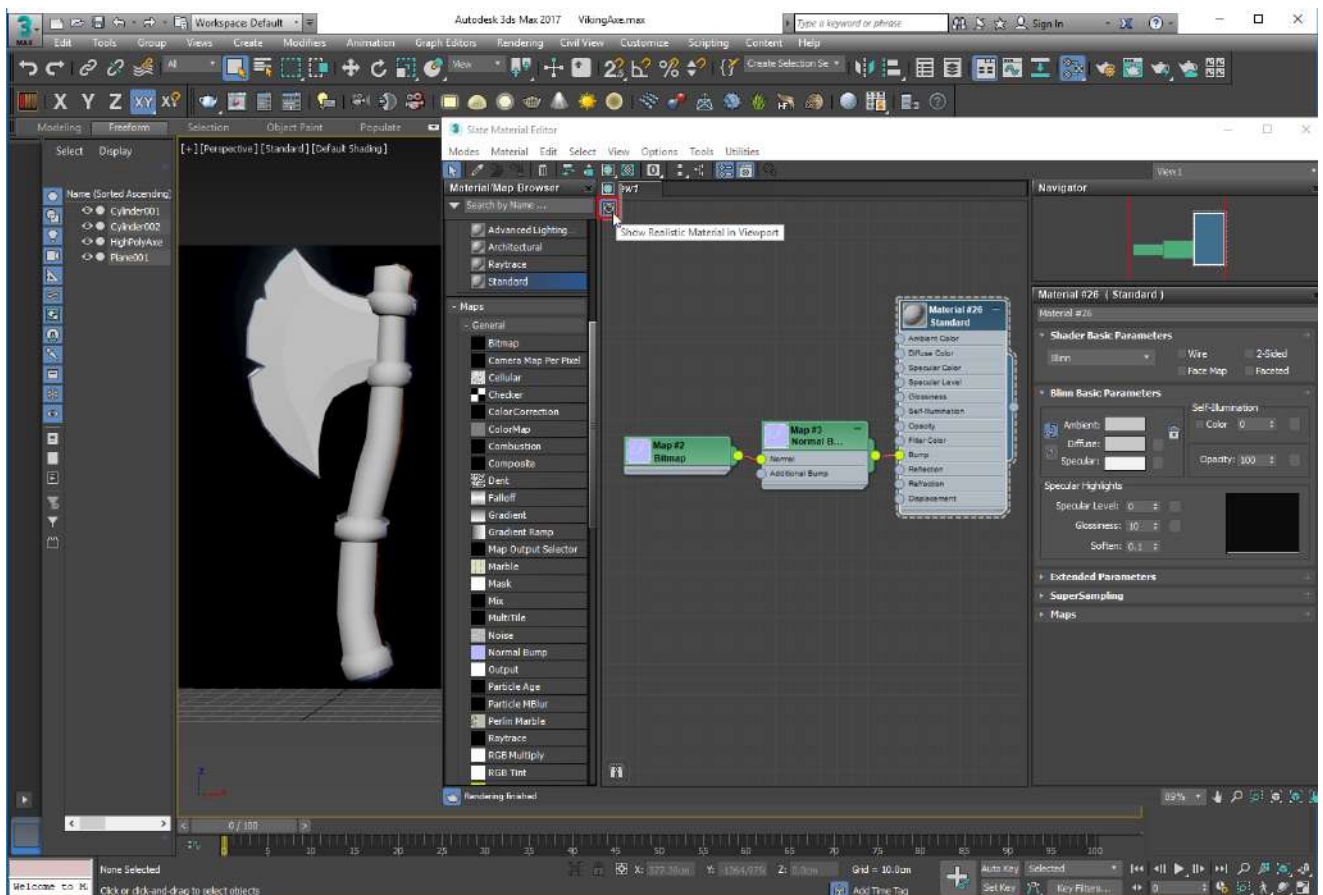




Link material to lowpoly axe, and the axe will turn to gray color

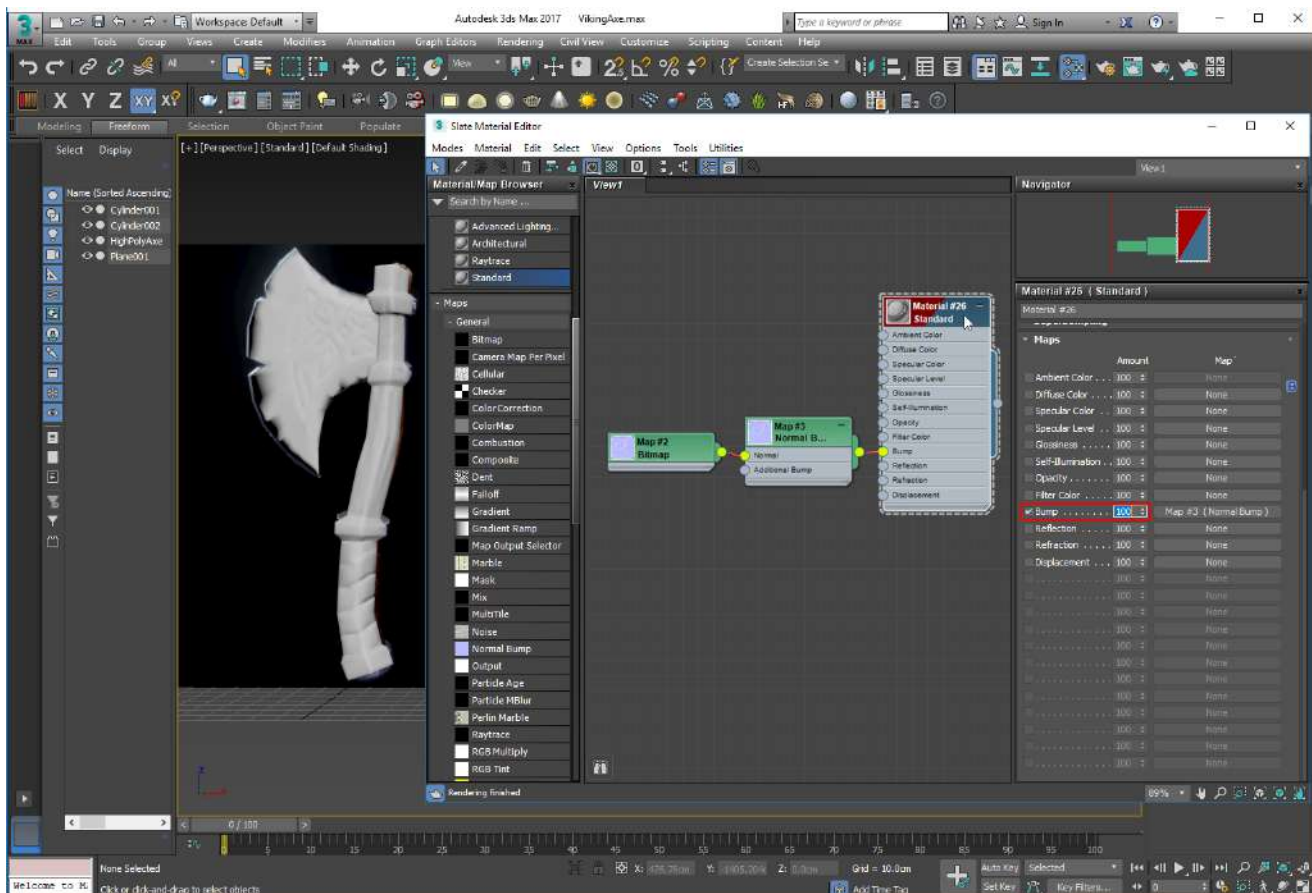


Enable "Show Realistic Material in Viewport"

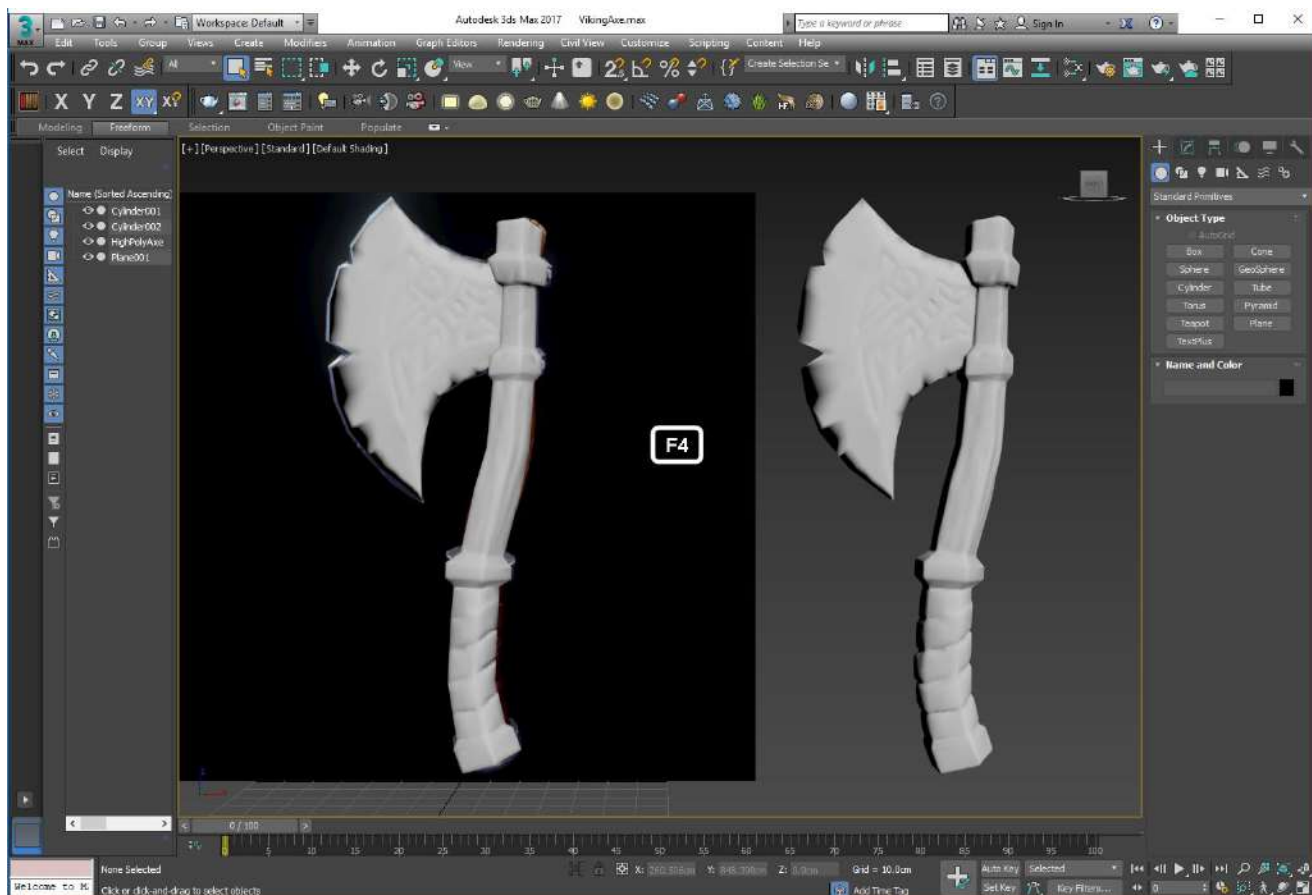




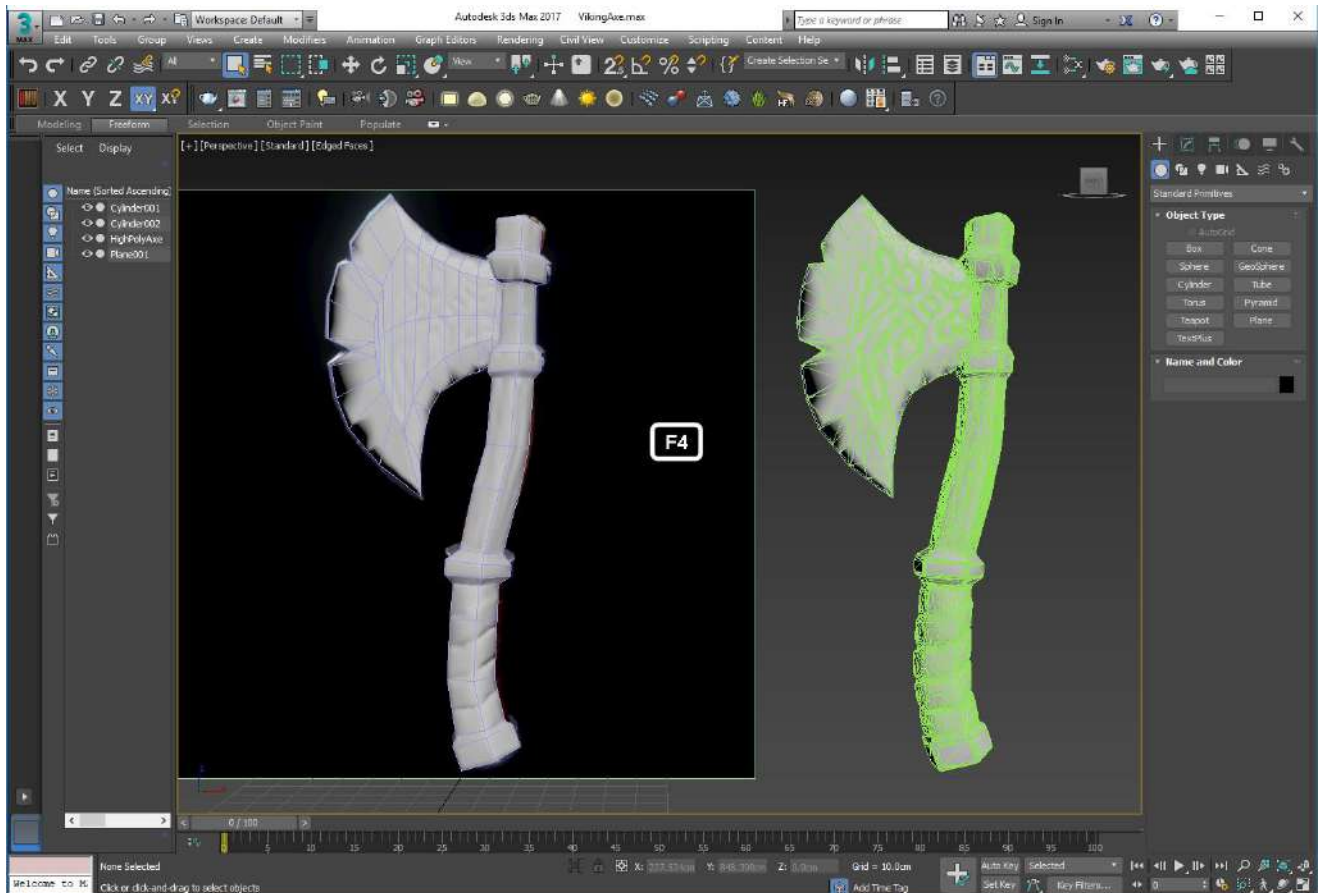
## Change Bump 30 → 100



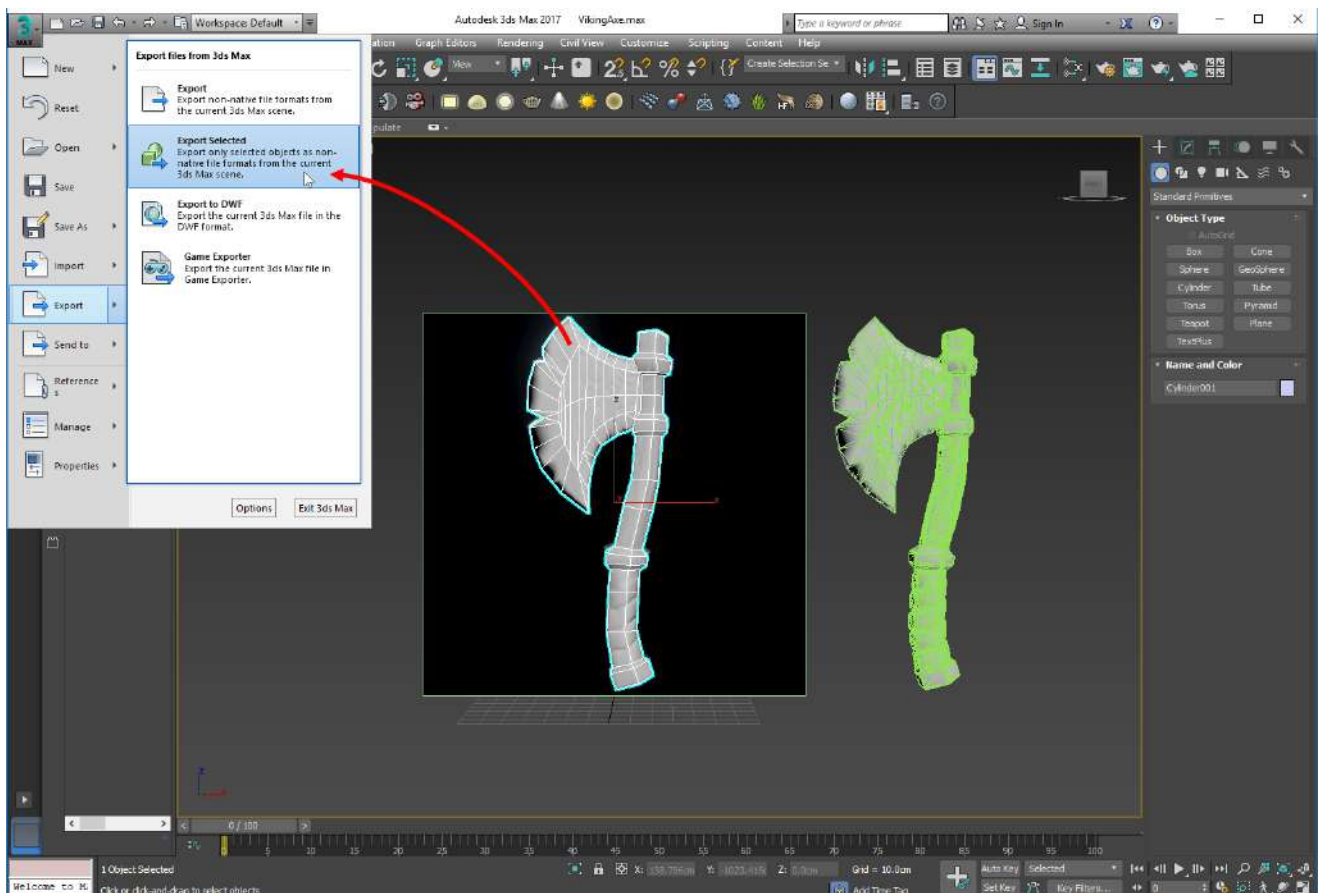
Done, you can press F4 to see it



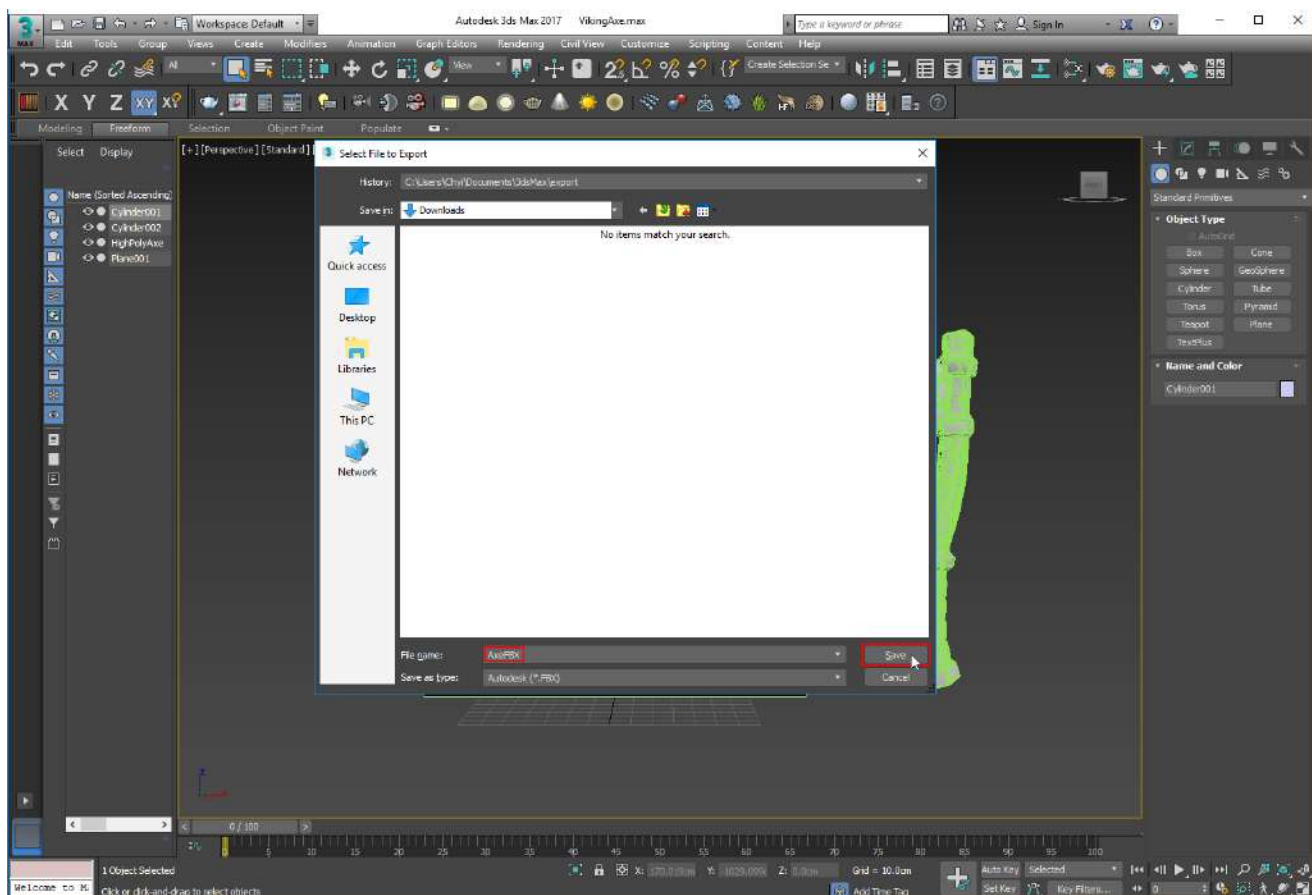
After press F4, you can see left side lowpoly and right side highpoly



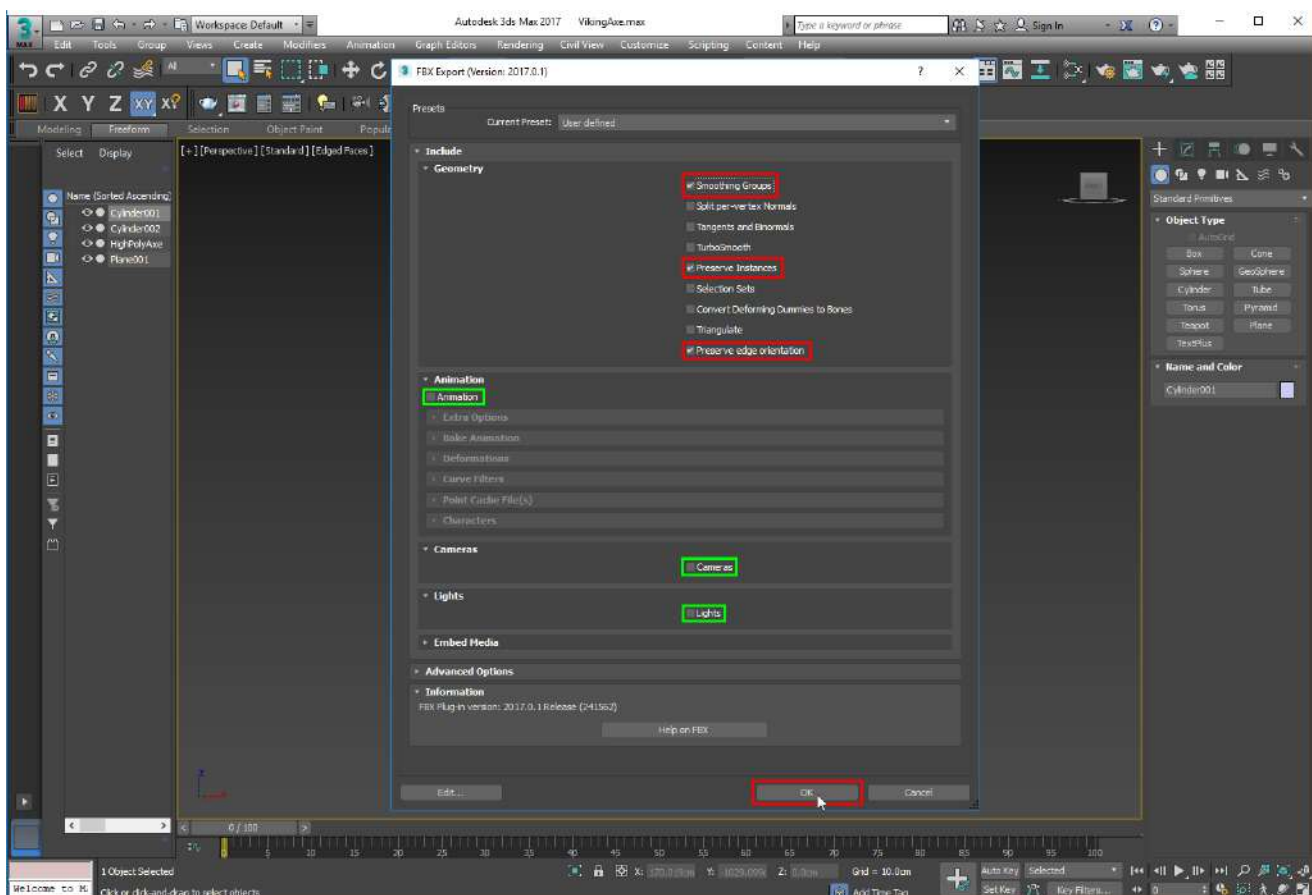
Select lowpoly axe and click export selected



## Export it as FBX

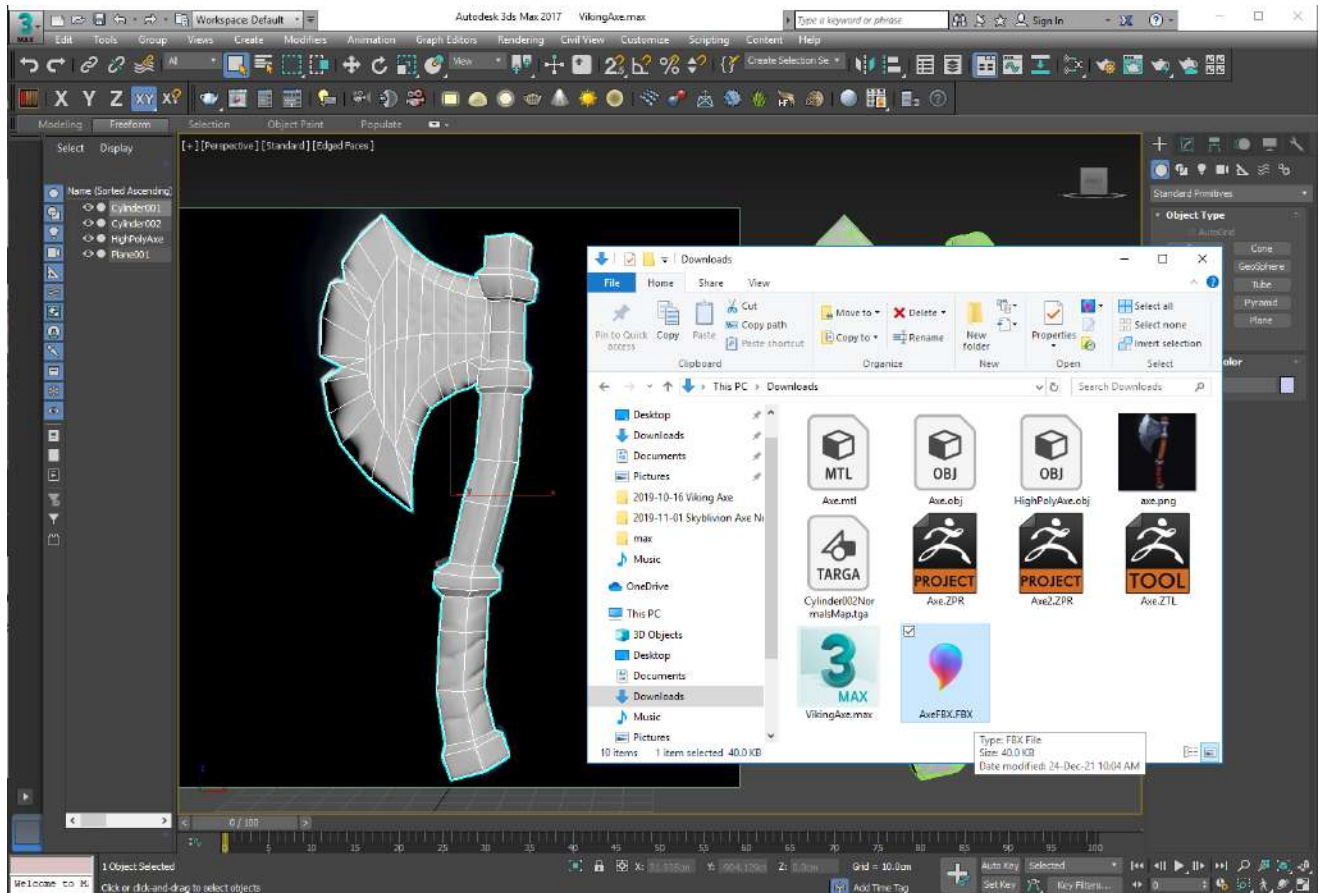


Enable Smoothing Group, Preserve Instances and Preserve edge orientation  
And disable Animation, Cameras and Lights

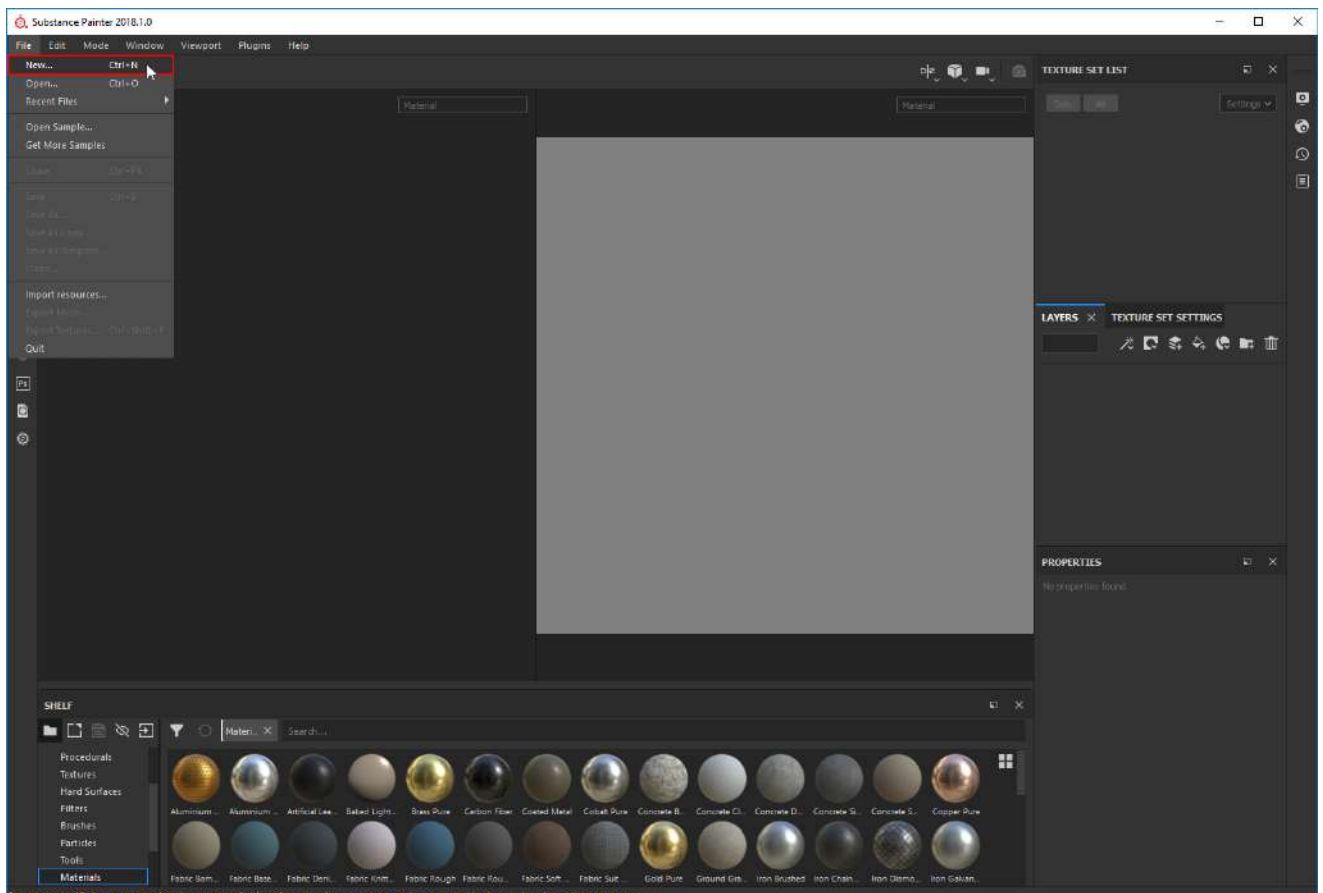




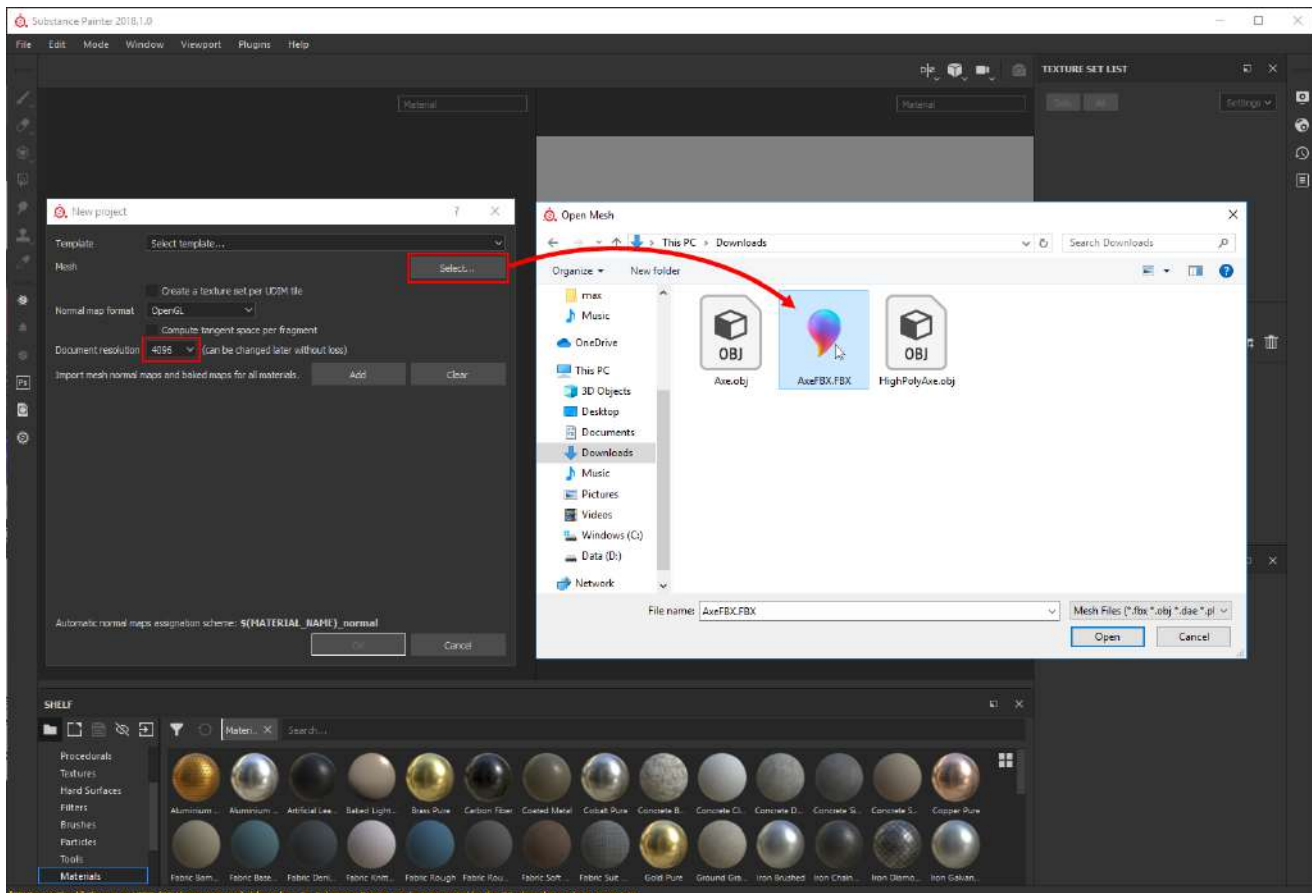
Check output folder and you can see FBX



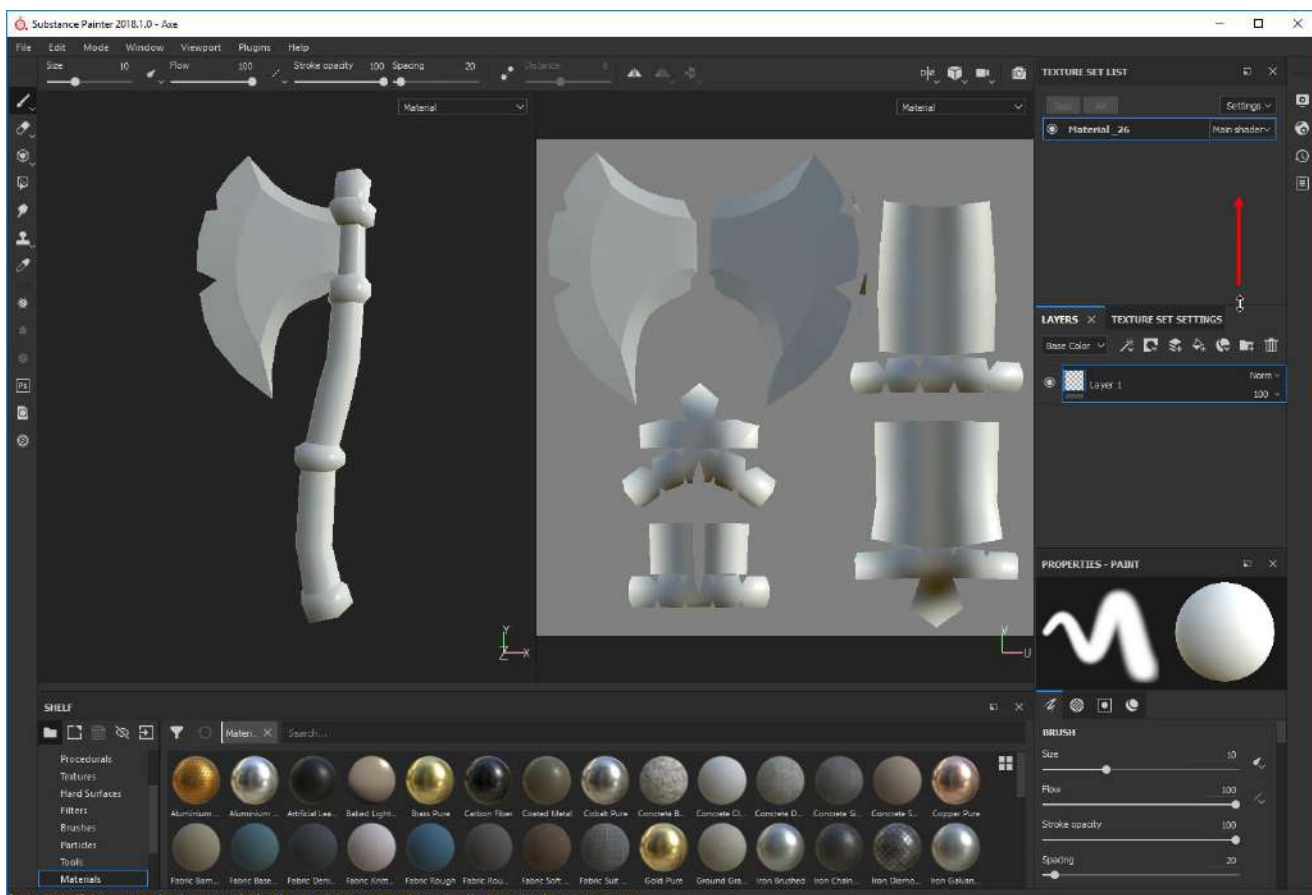
Now open Substance Painter, click "New..."



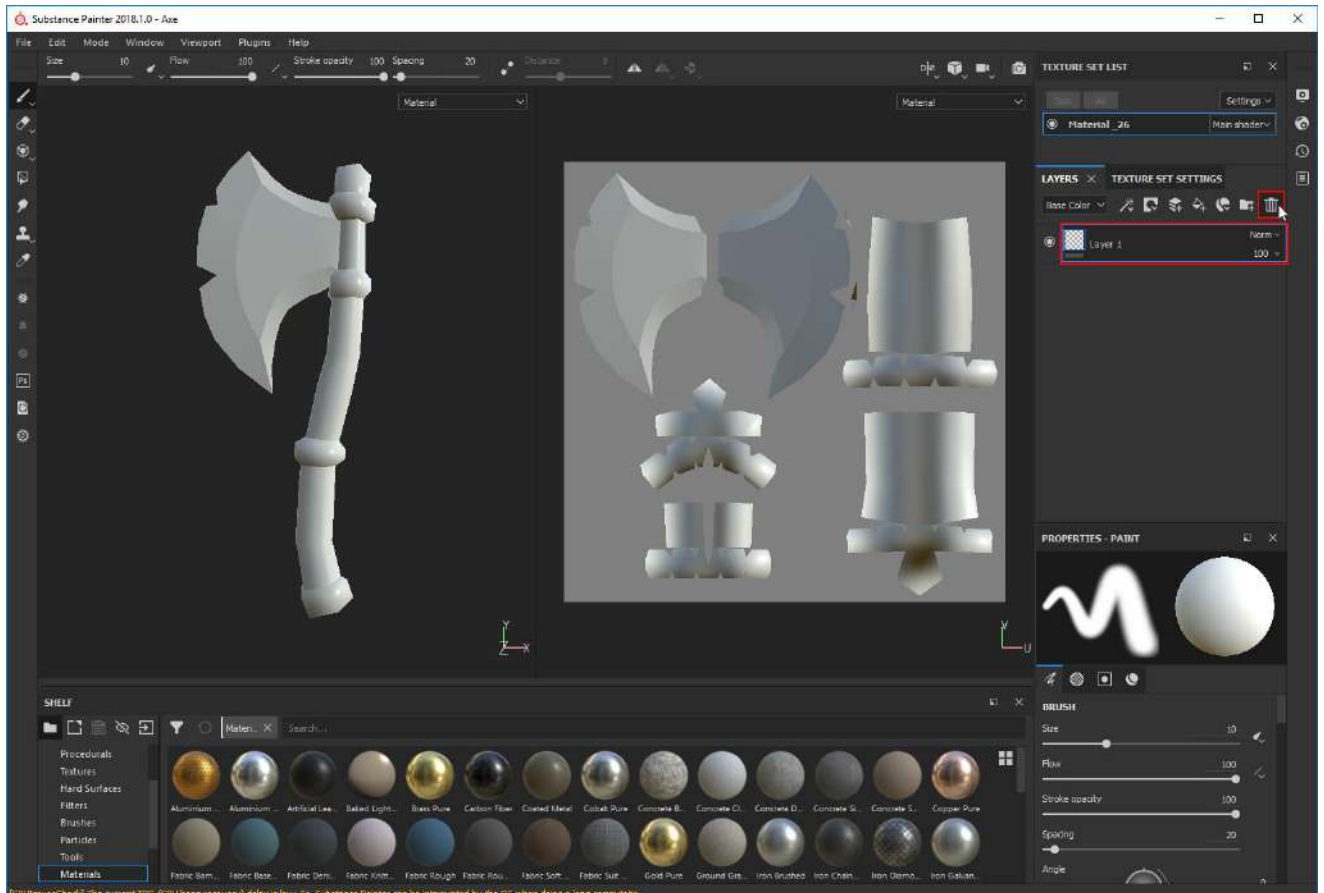
Select FBX and document resolution: 4096



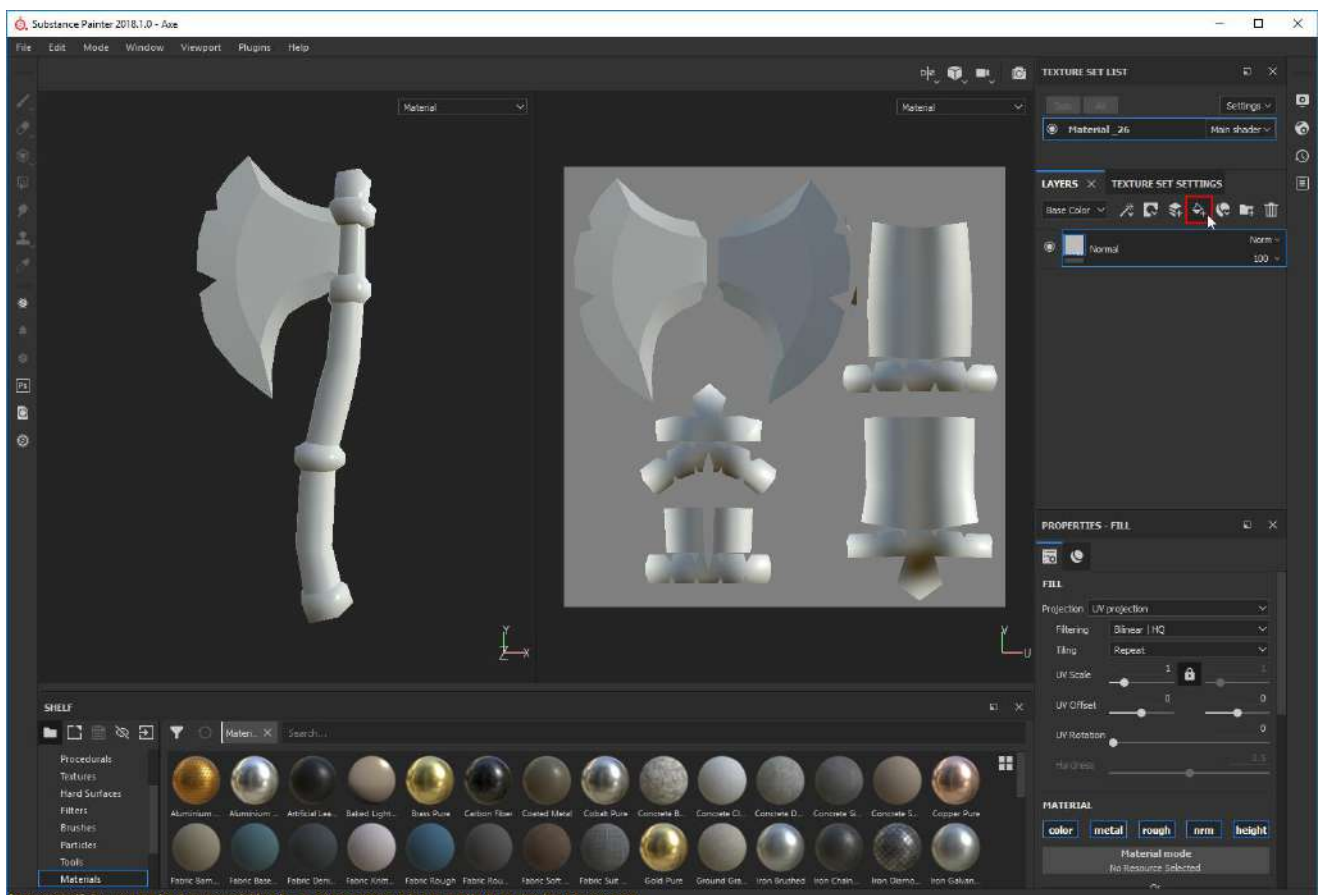
Here you can see your lowpoly axe



Delete “Layer 1” because we don’t use it

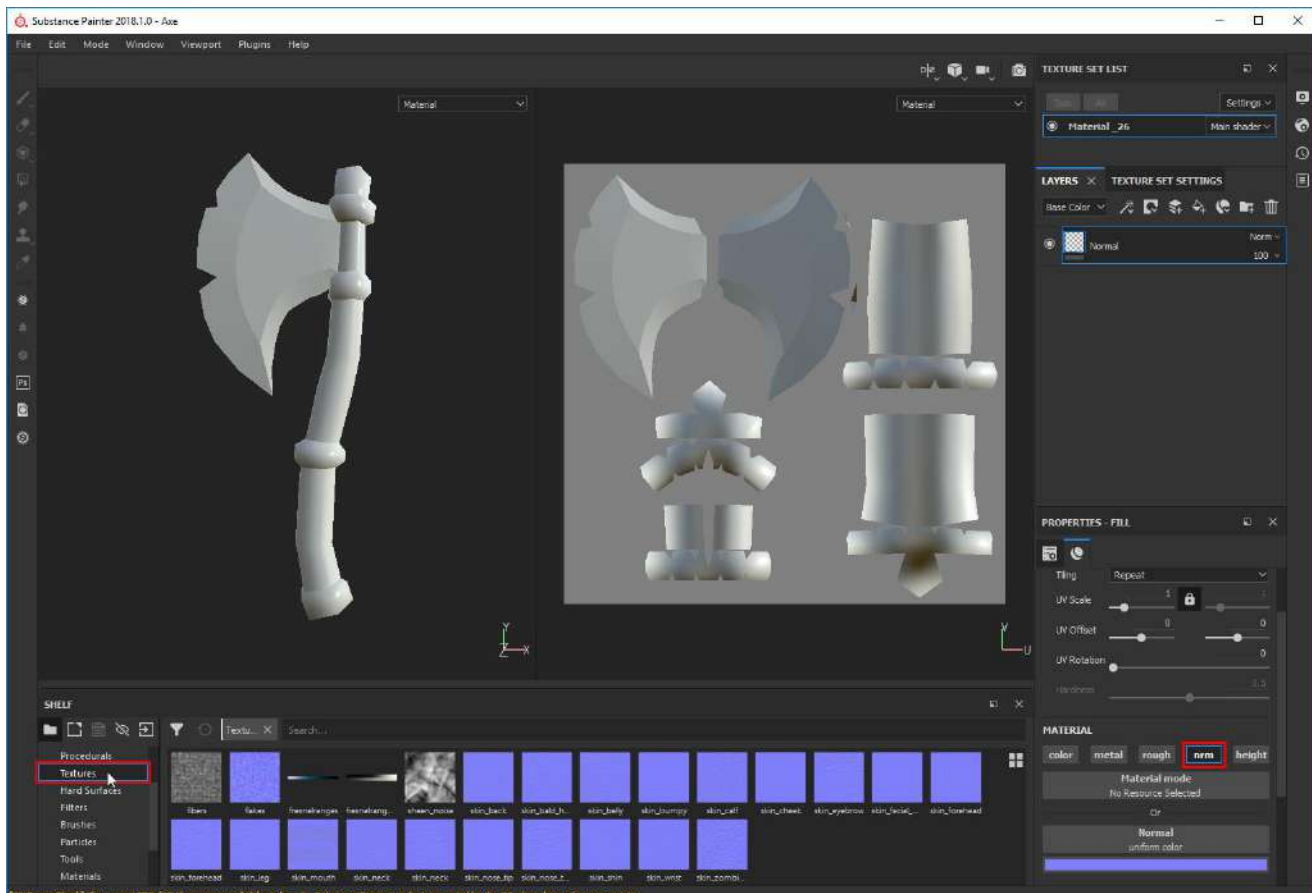


Click “Add Fill Layer” and name it as Normal

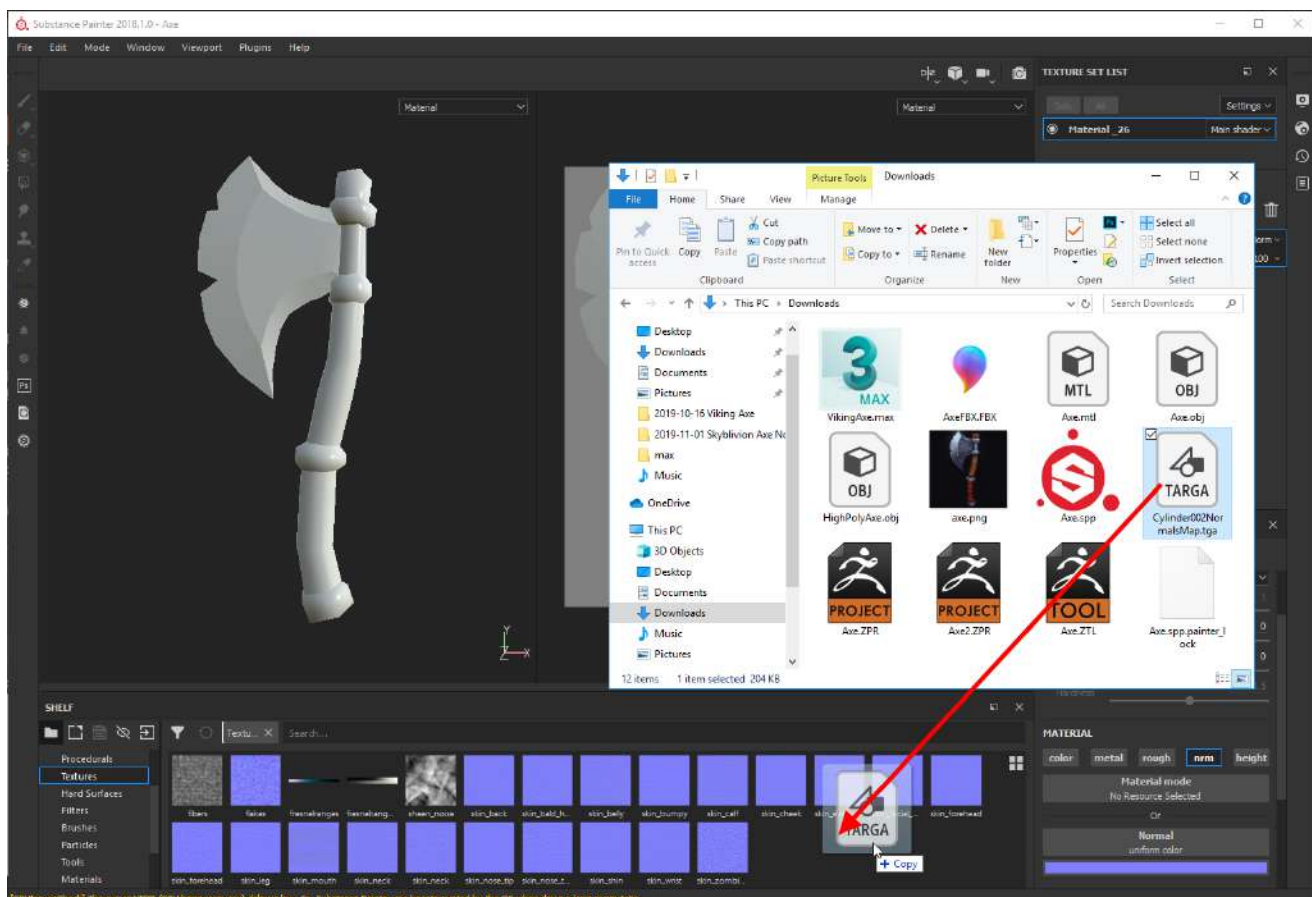




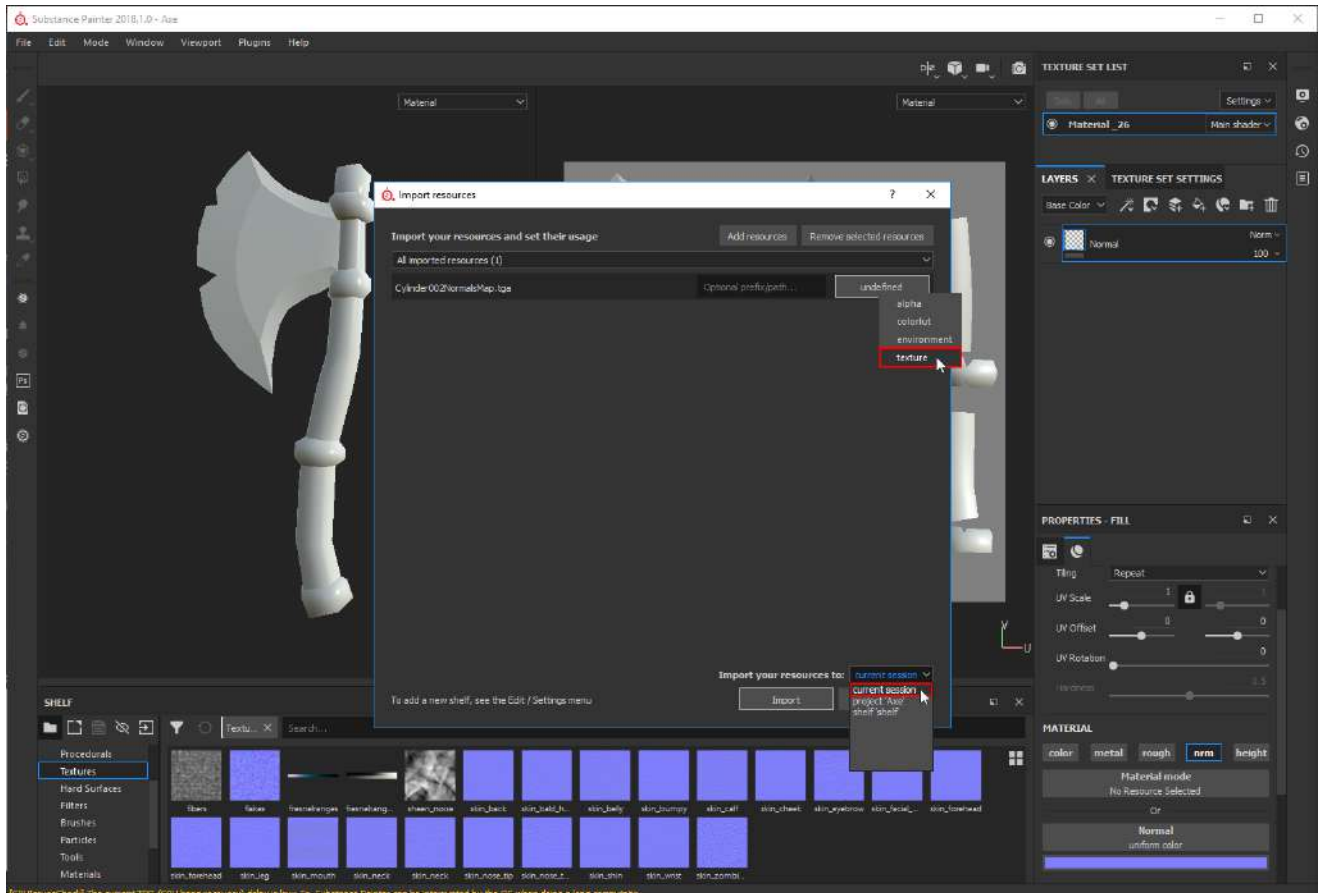
Under properties, disable all, except nrm (normal)



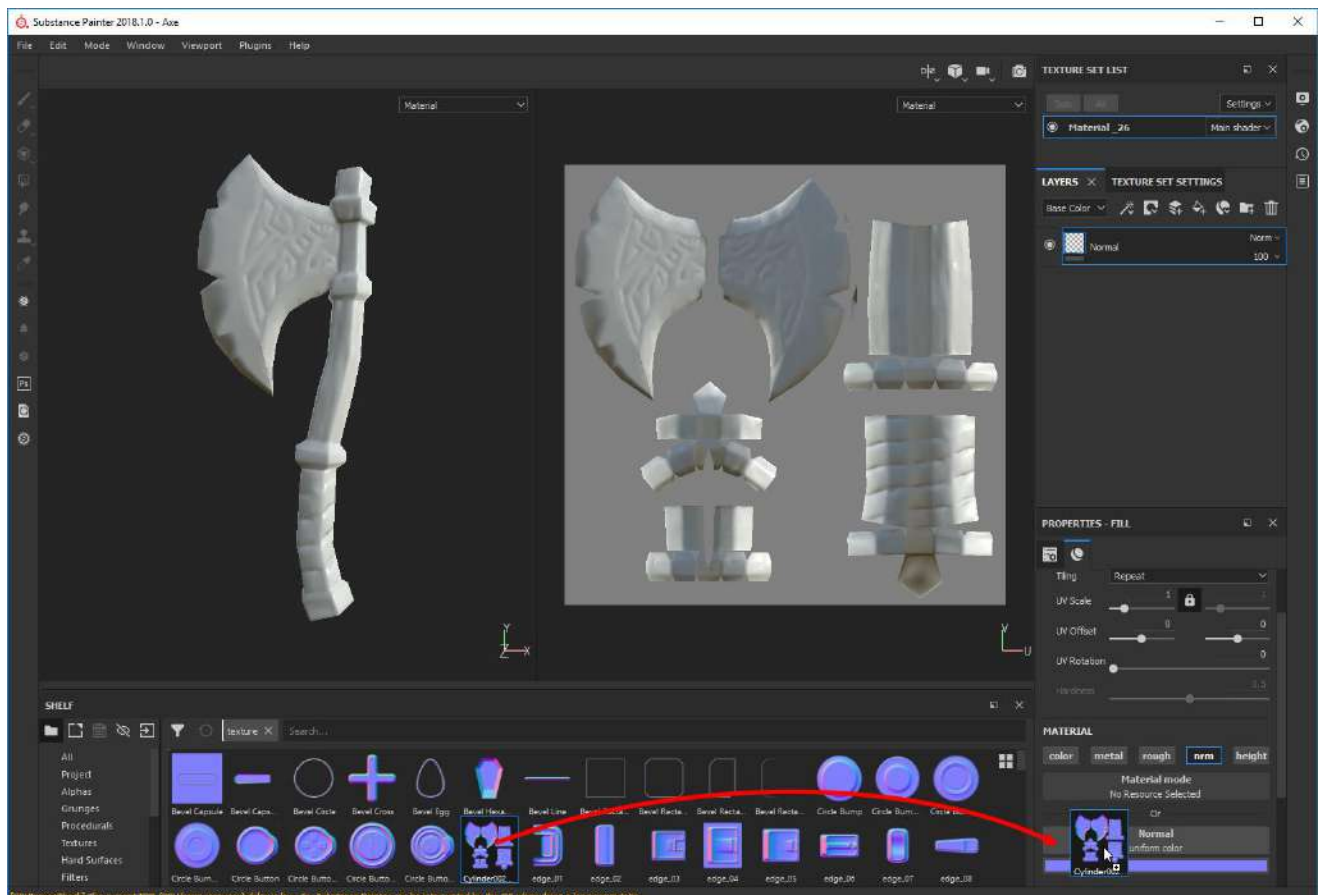
Click "Textures" and import NormalsMap.tga



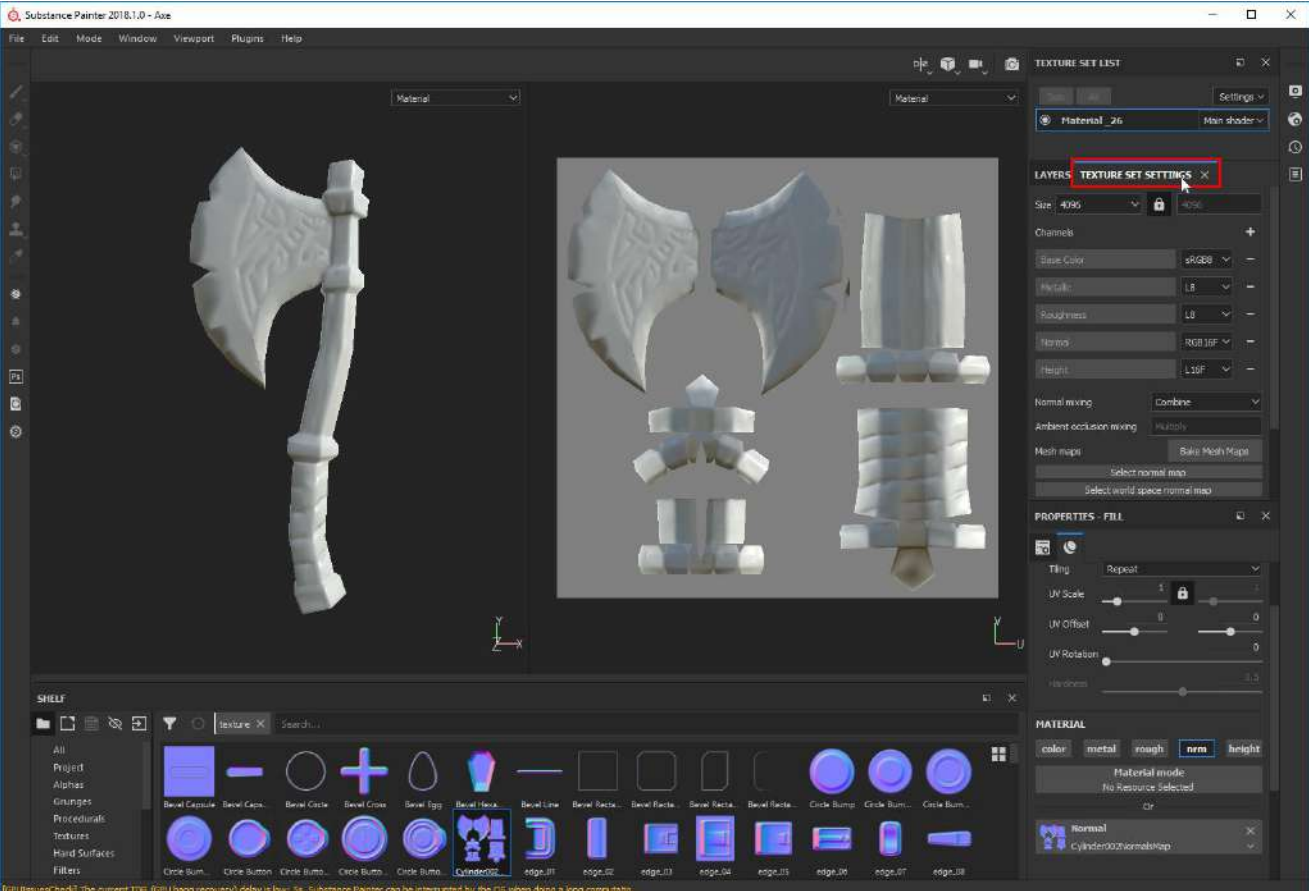
## Select texture and current session



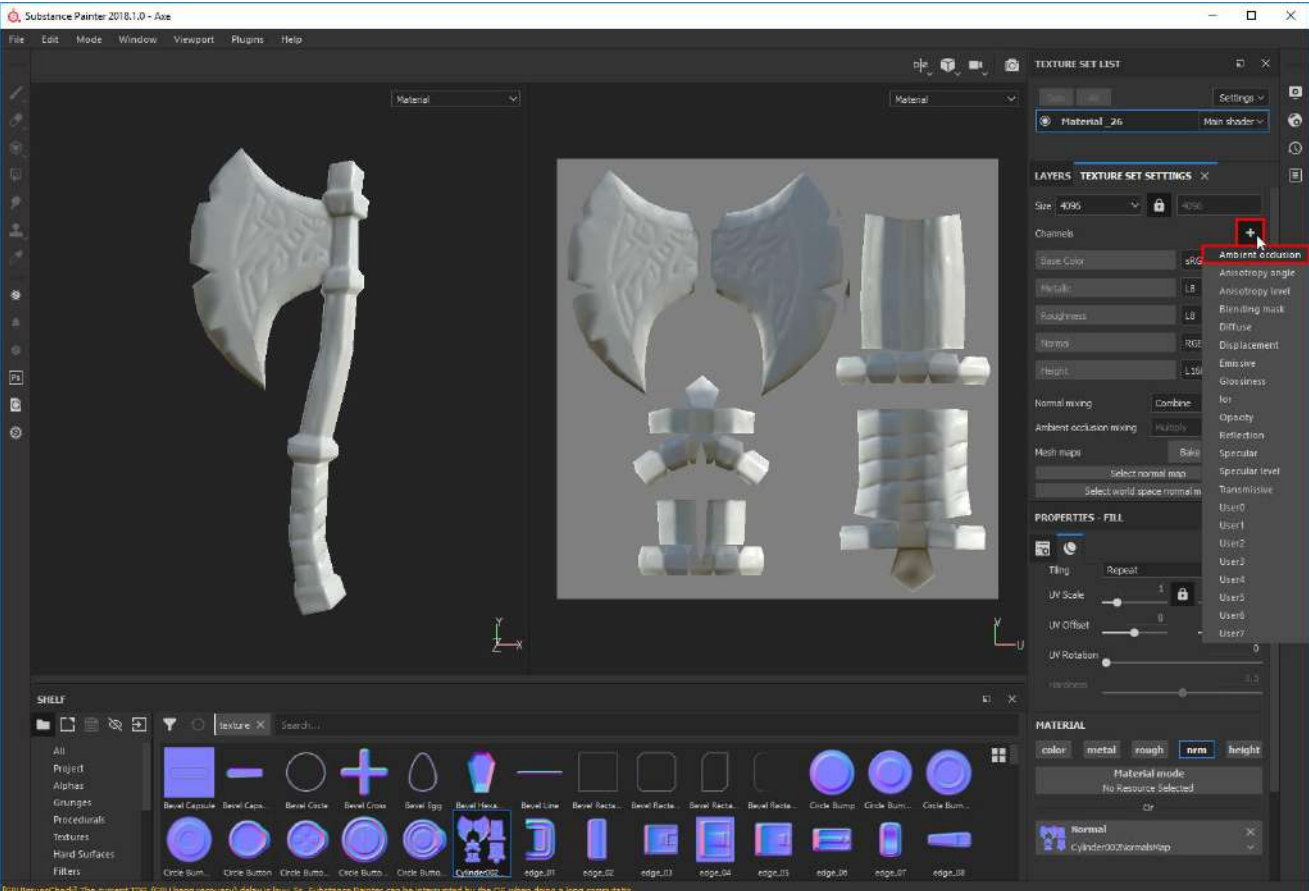
## Drag NormalsMap.tga to "Normal"



Click Texture Set Settings

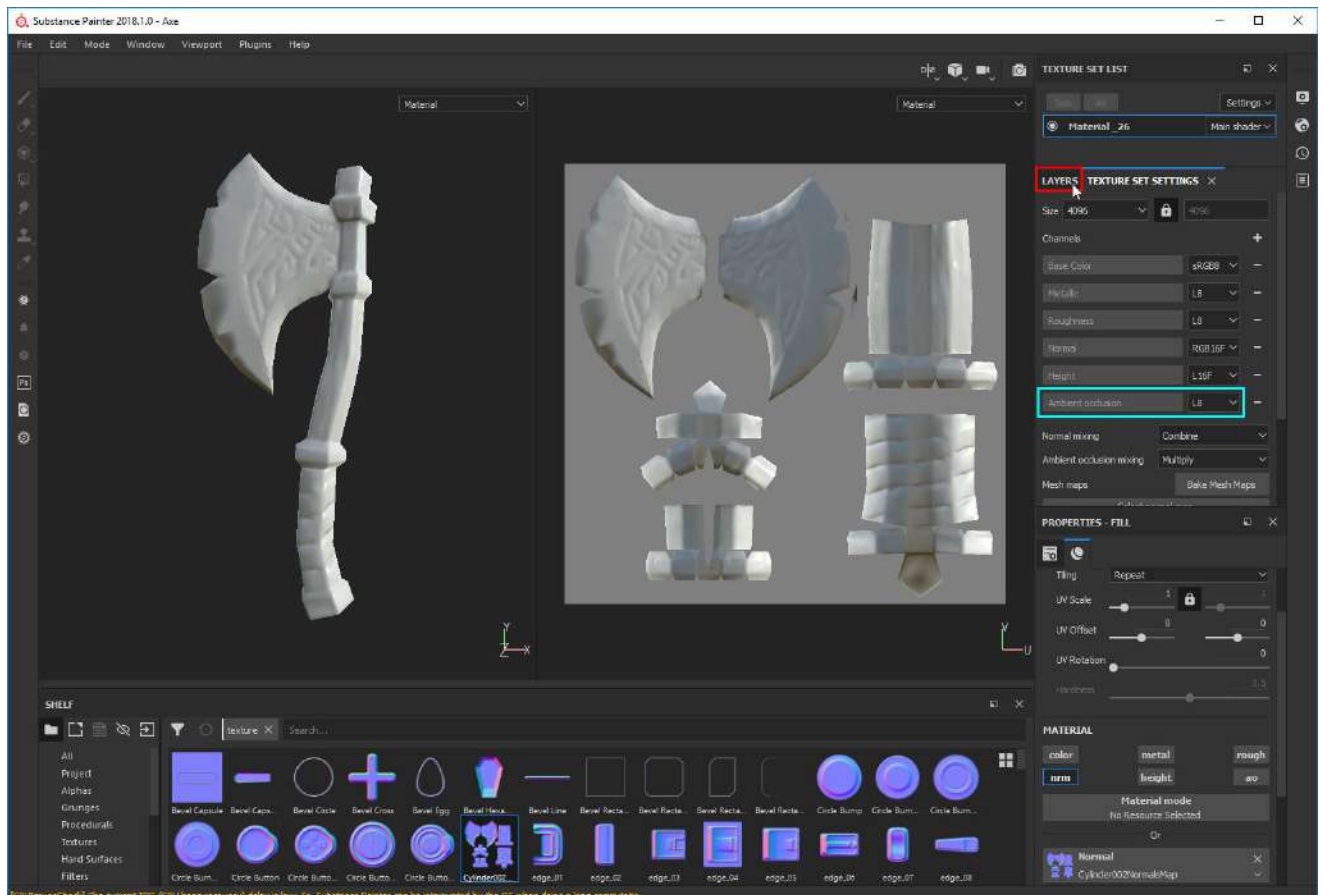


Click "+" and click Ambient occlusion

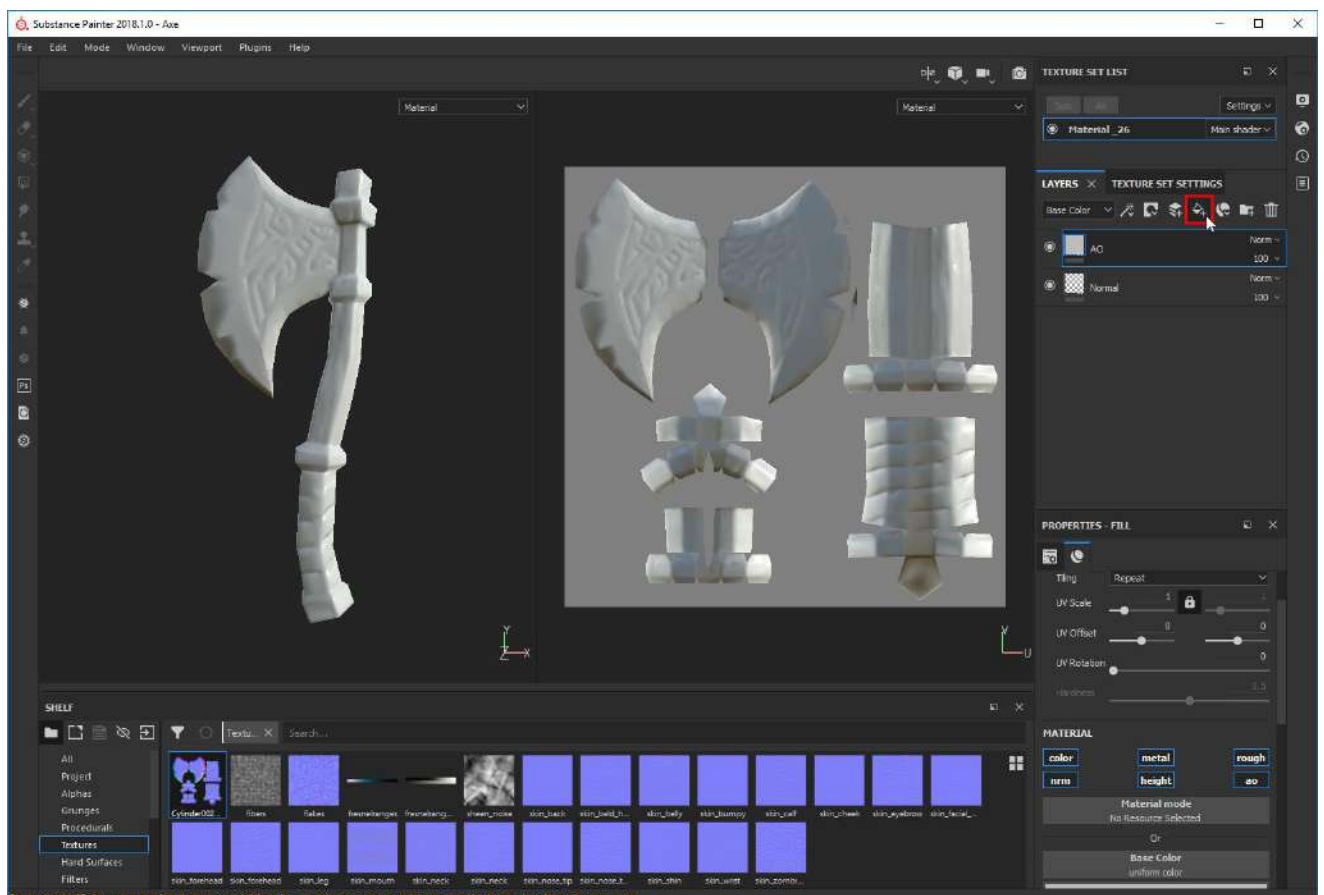




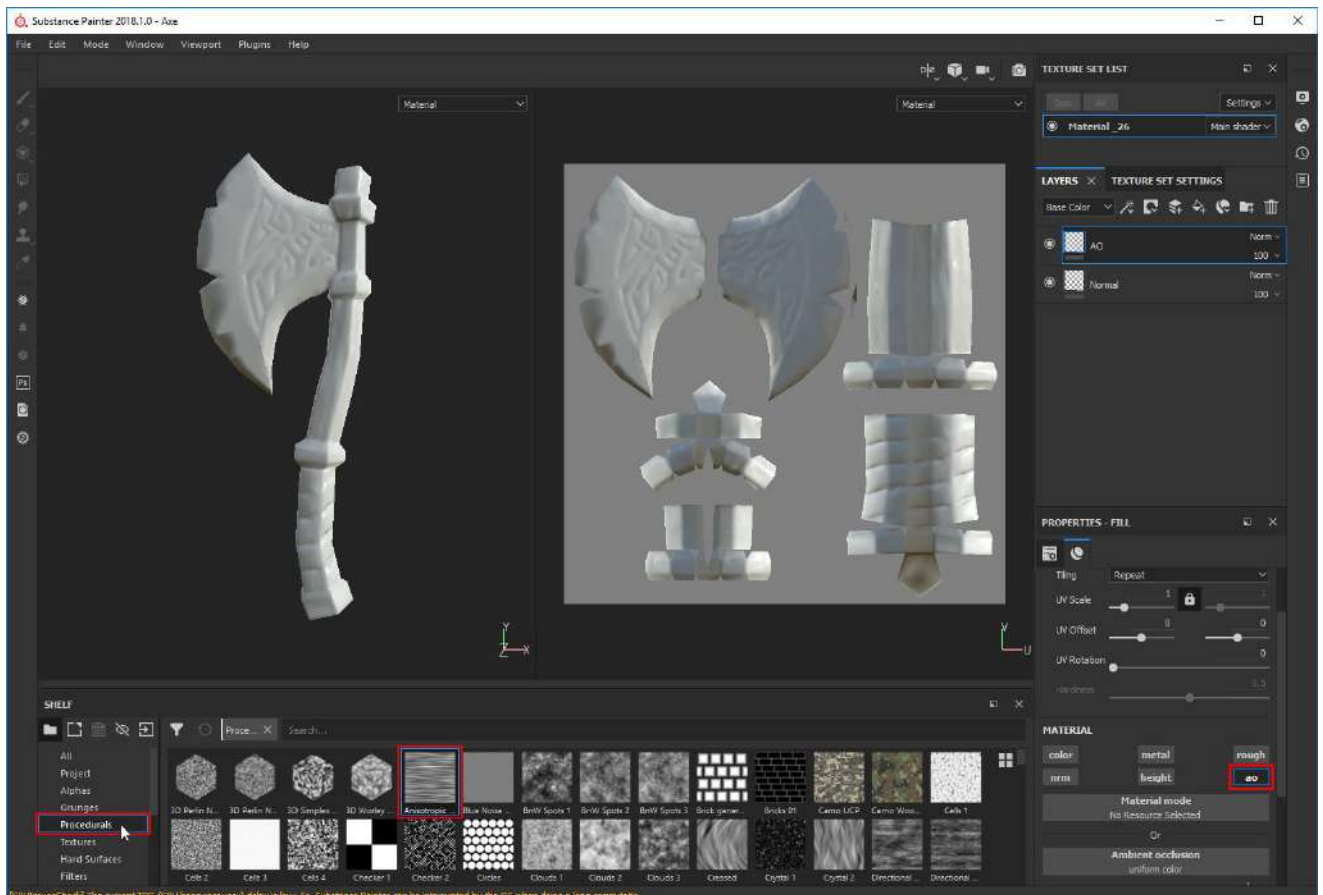
After you can see Ambient occlusion, you can click "Layers"



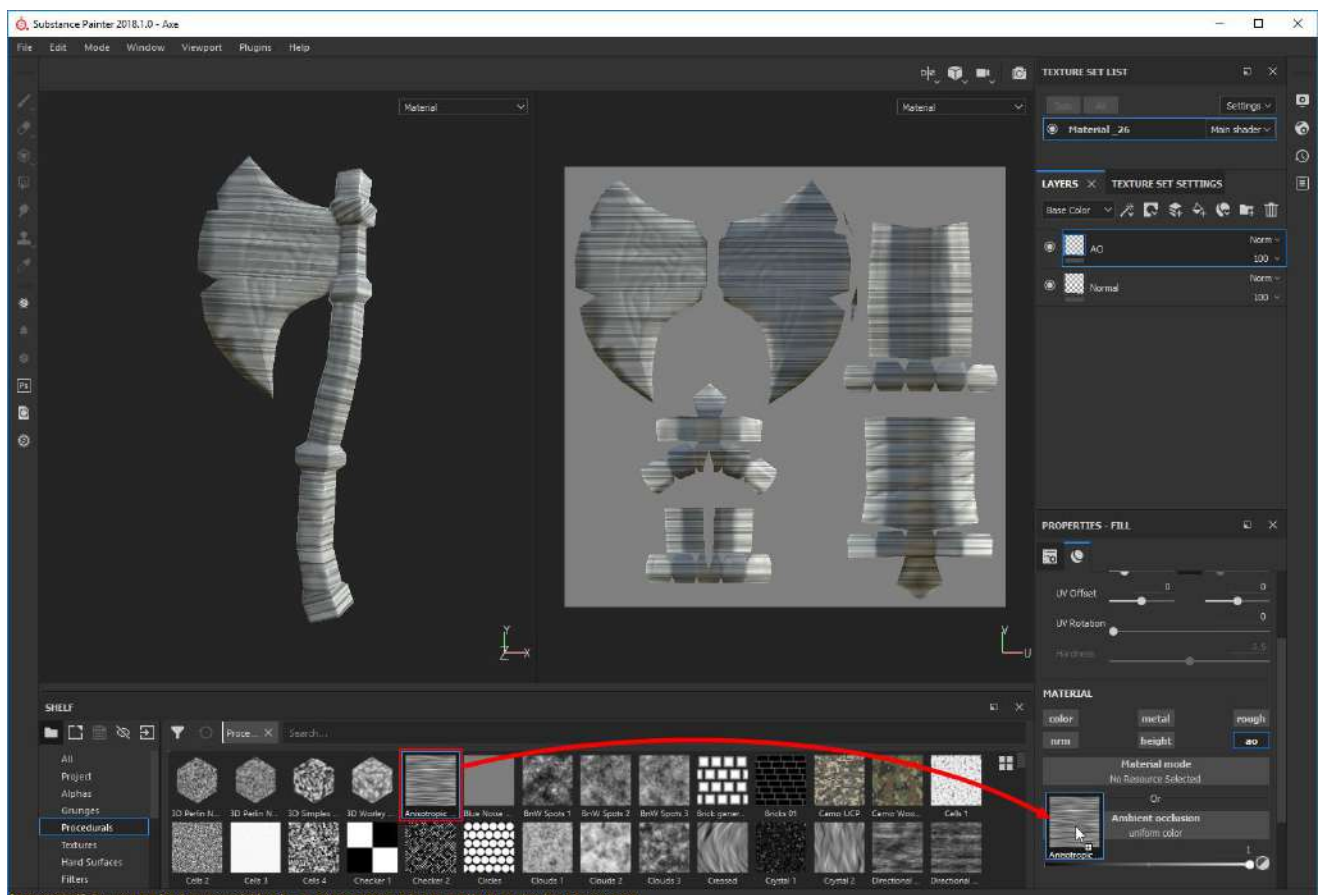
Click "Add Fill Layer" and name as AO (ambient occlusion)



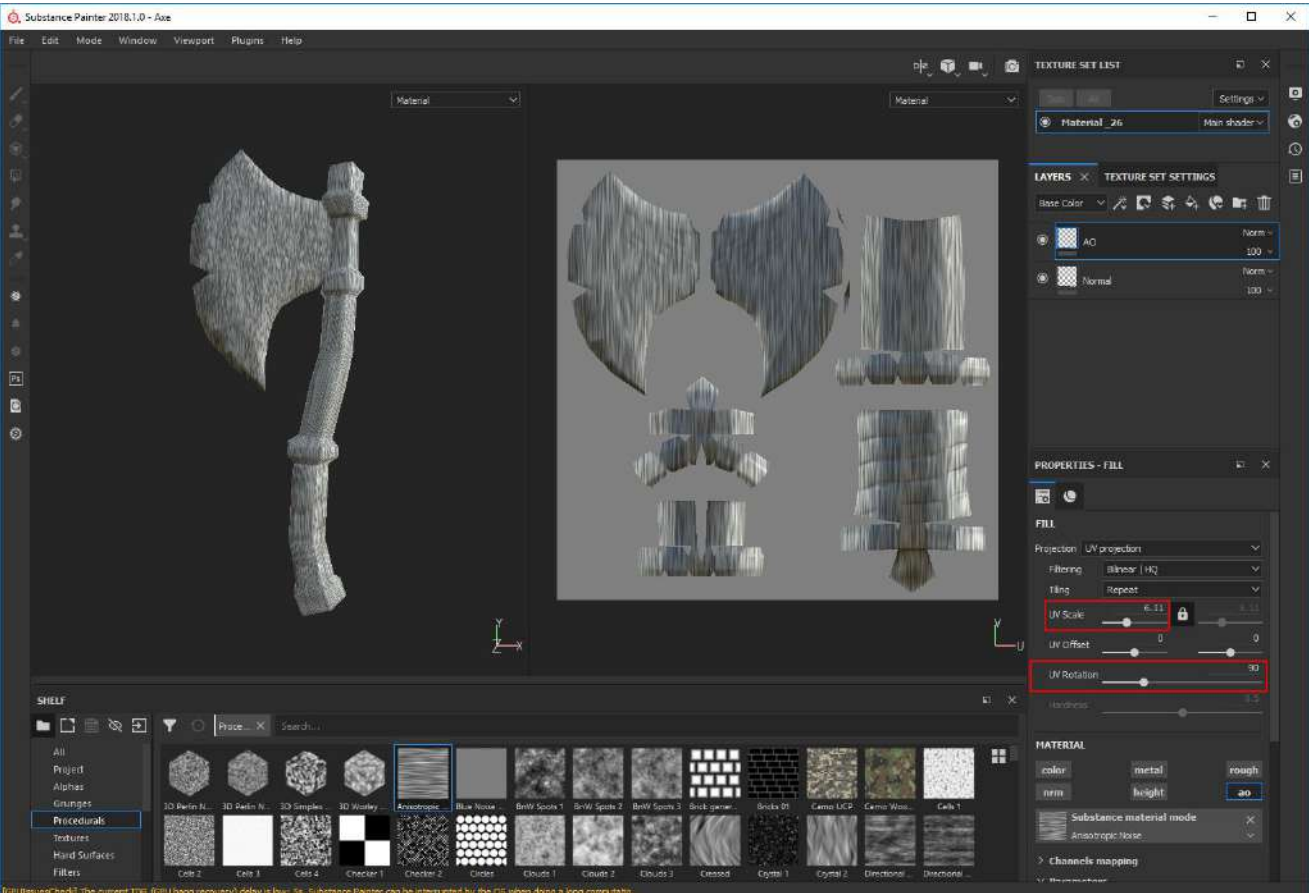
Disable all, except enable ao



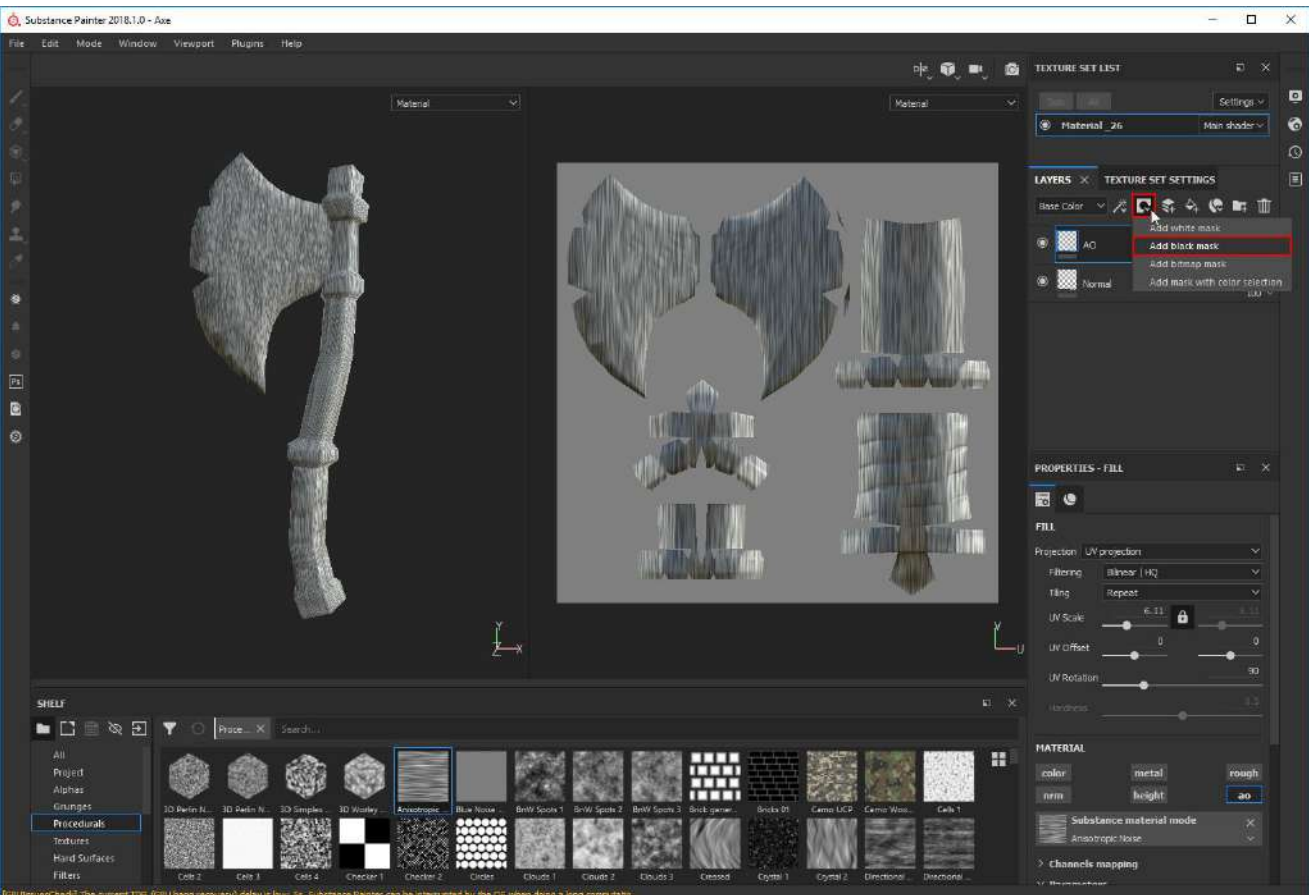
Procedurals → Anisotropic → Ambient occlusion (for metal part)



# Adjust UV Scale and UV Rotation

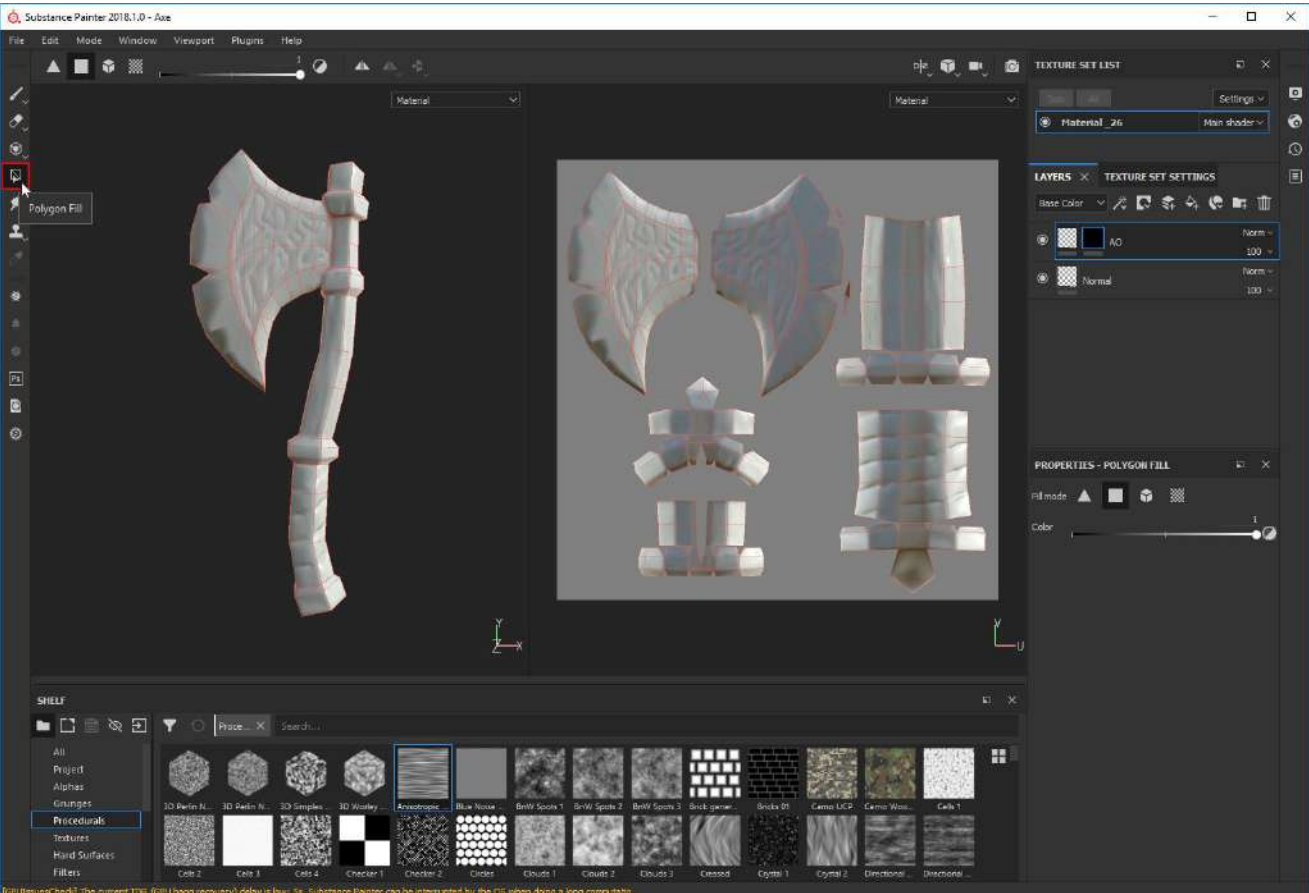


# Add black mask

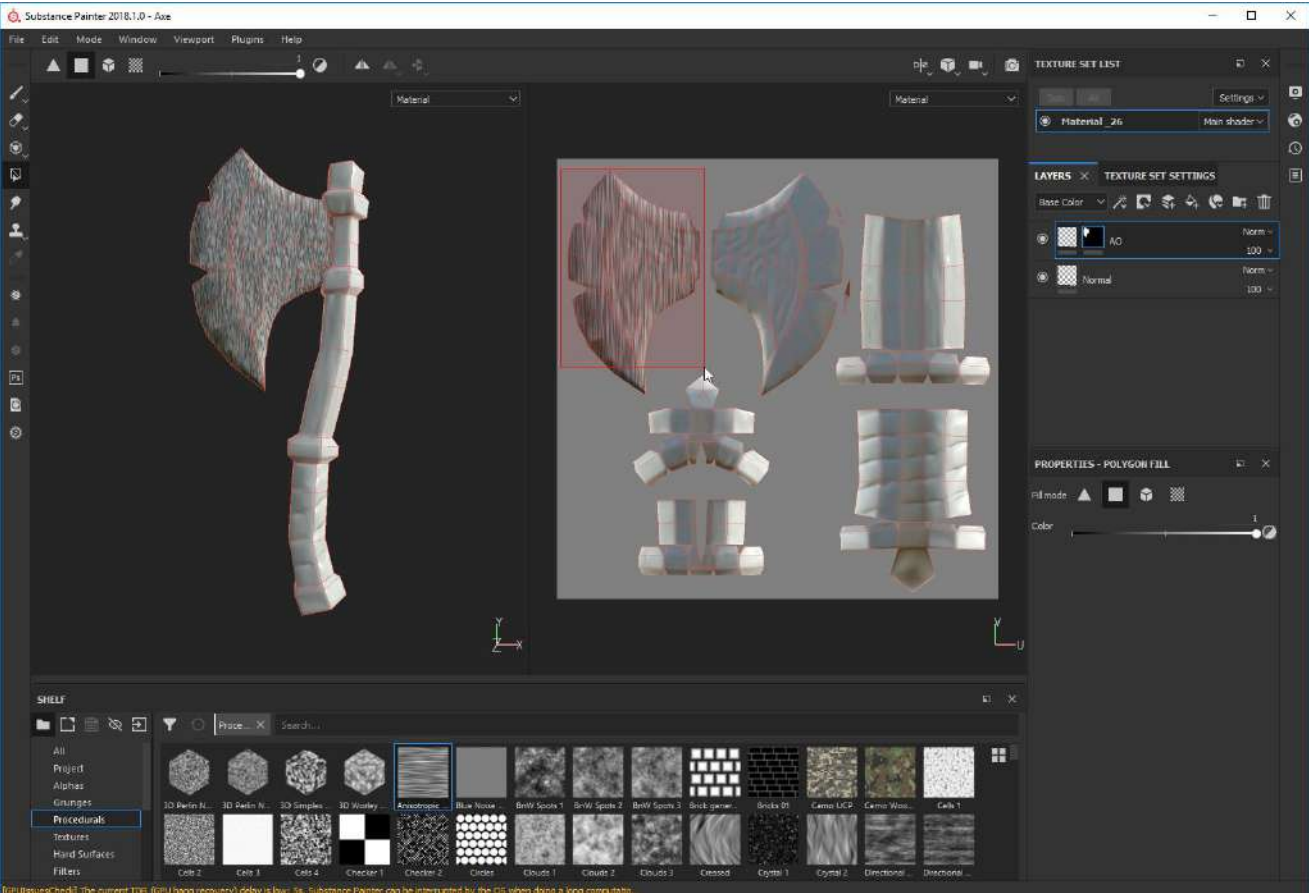




Select "Polygon Fill"



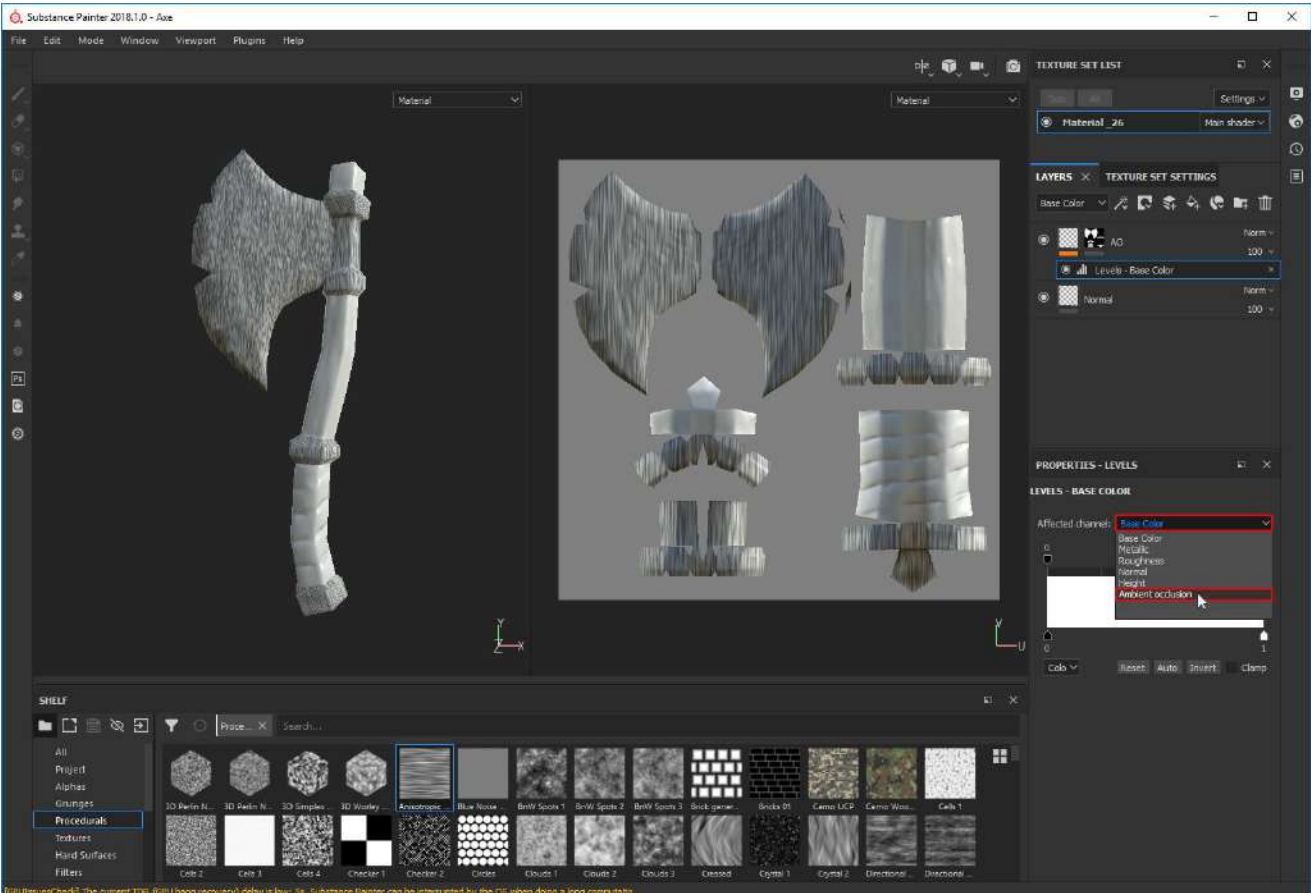
Highlight the area you want



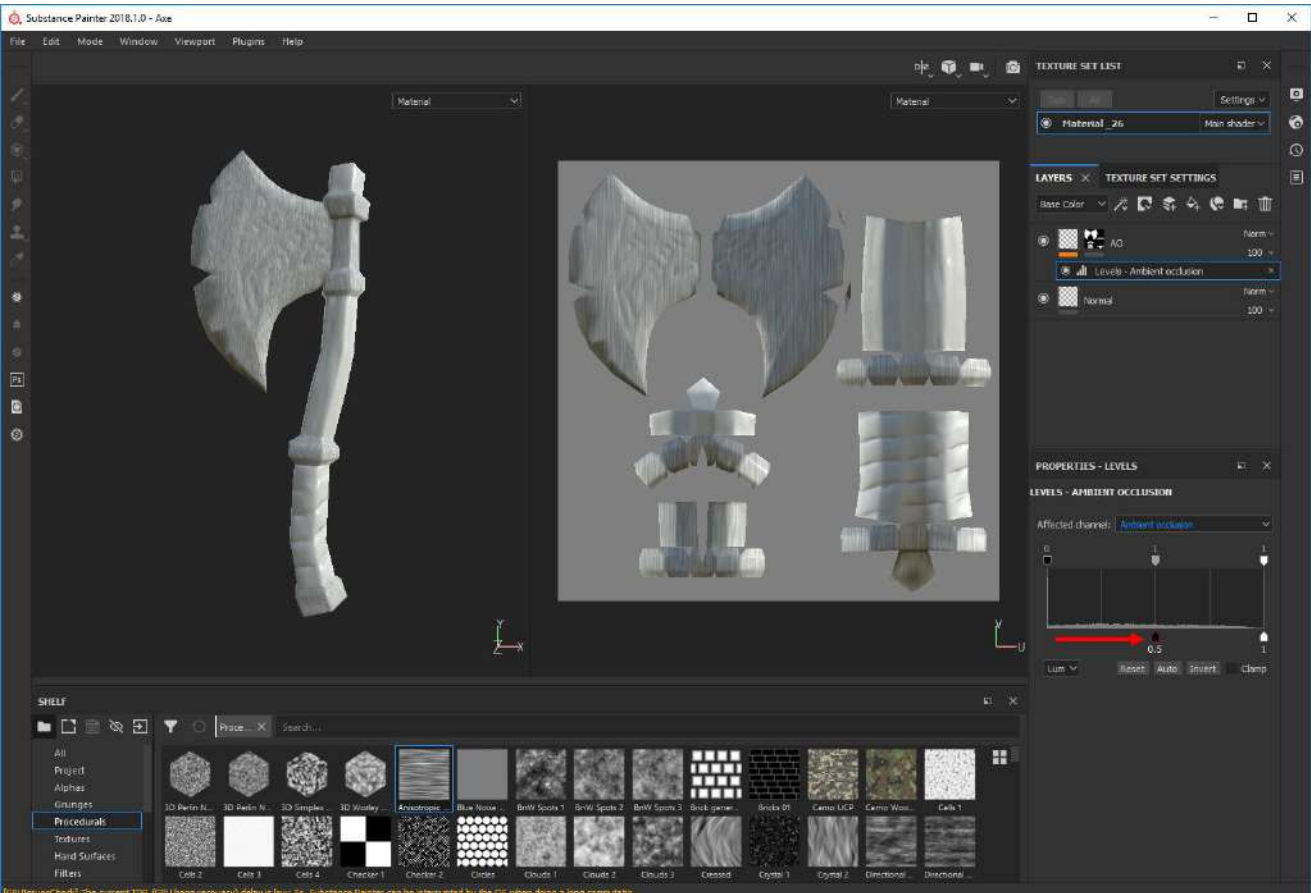
[illegible]

The screenshot displays the Substance Painter 2018.1.0 interface. The main viewport shows a 3D model of an axe and its corresponding UV map. The right-hand panel contains the 'TEXTURE SET LIST' and 'TEXTURE SET SETTINGS' sections. The 'TEXTURE SET SETTINGS' panel shows the 'Add levels' option highlighted in red. The bottom 'SHELF' displays various material thumbnails, including 'Procedurals', 'Textures', 'Hard Surfaces', and 'Filters'.

Affected channel: Ambient occlusion

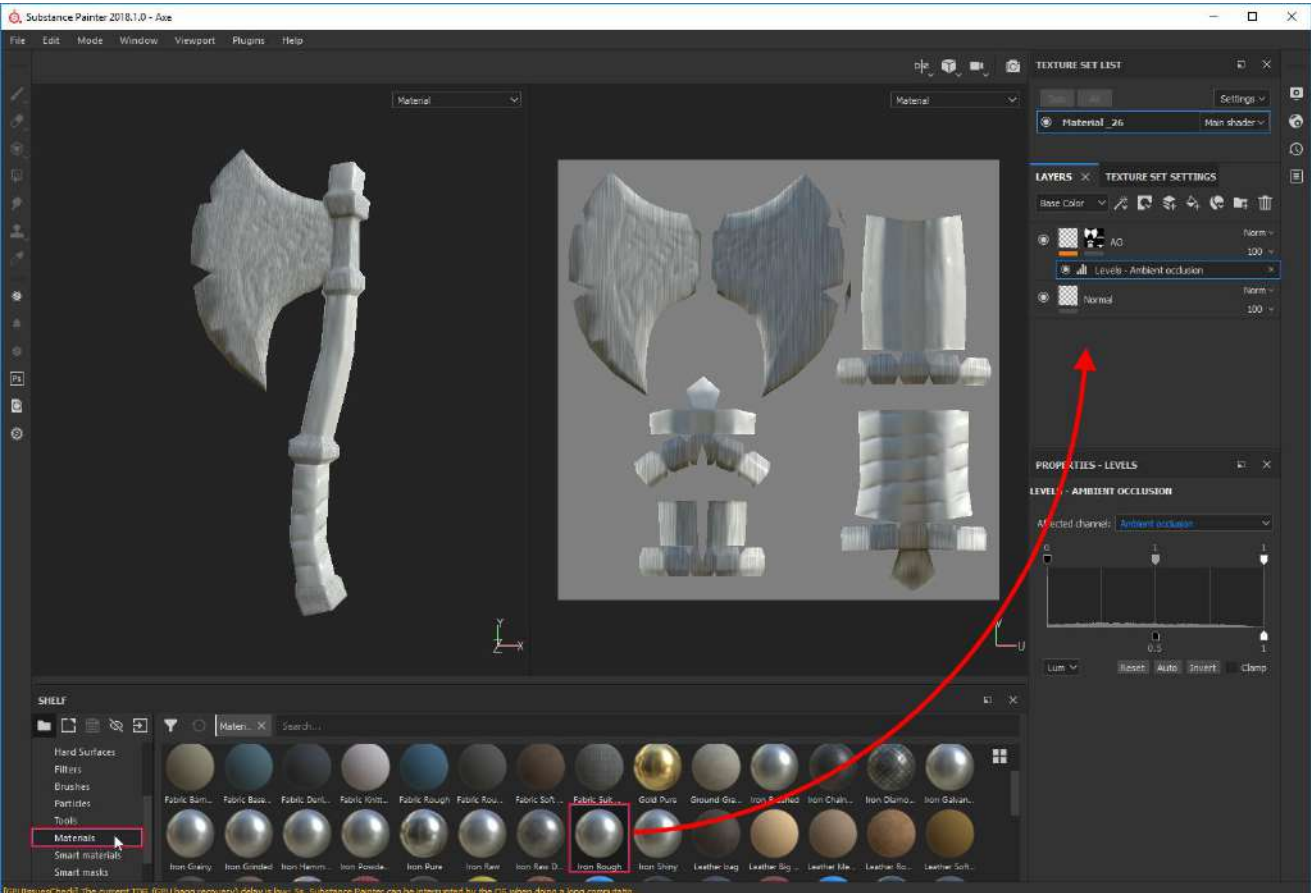


Adjust to 0.5 (more brighter)

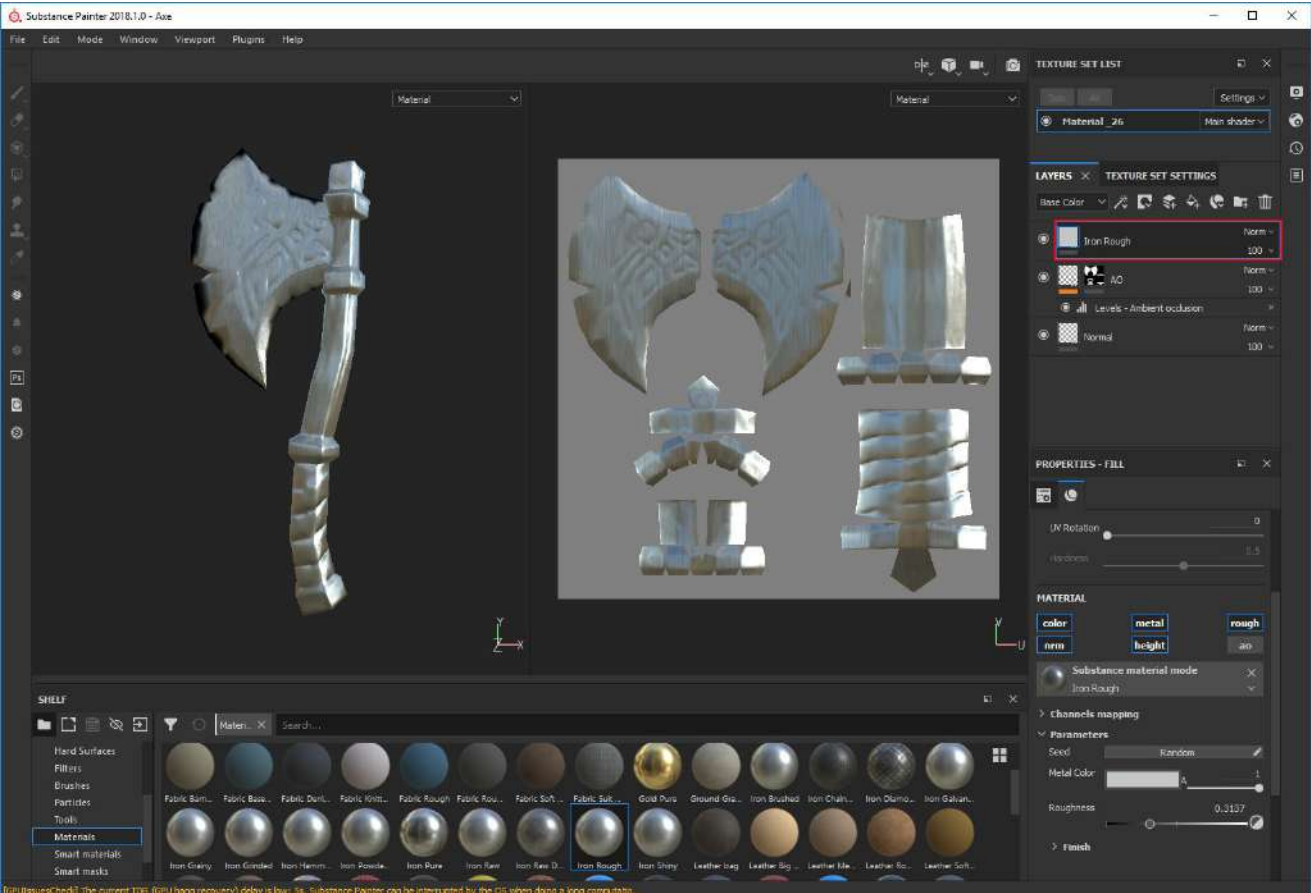




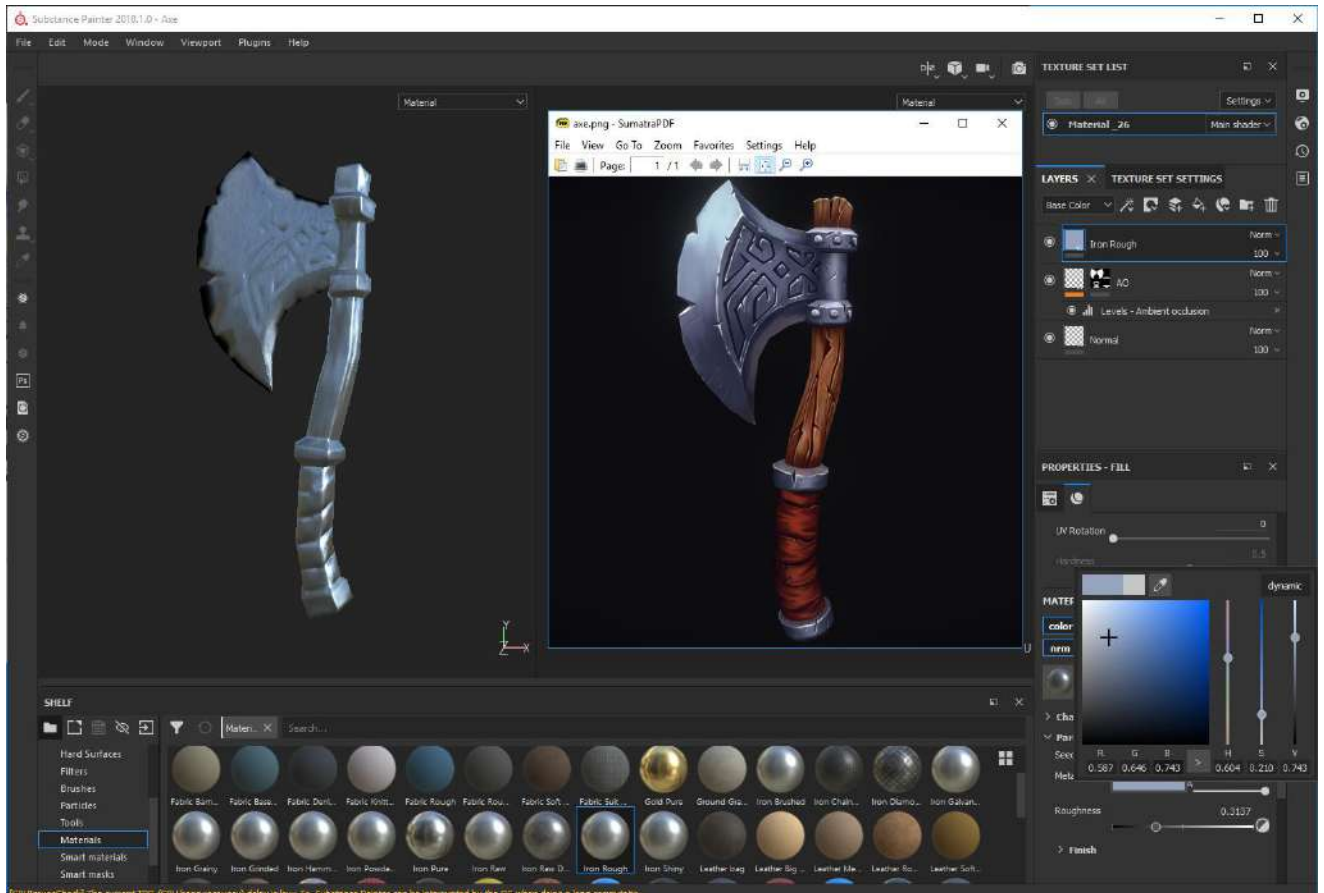
# Add Iron Rough material to Layers



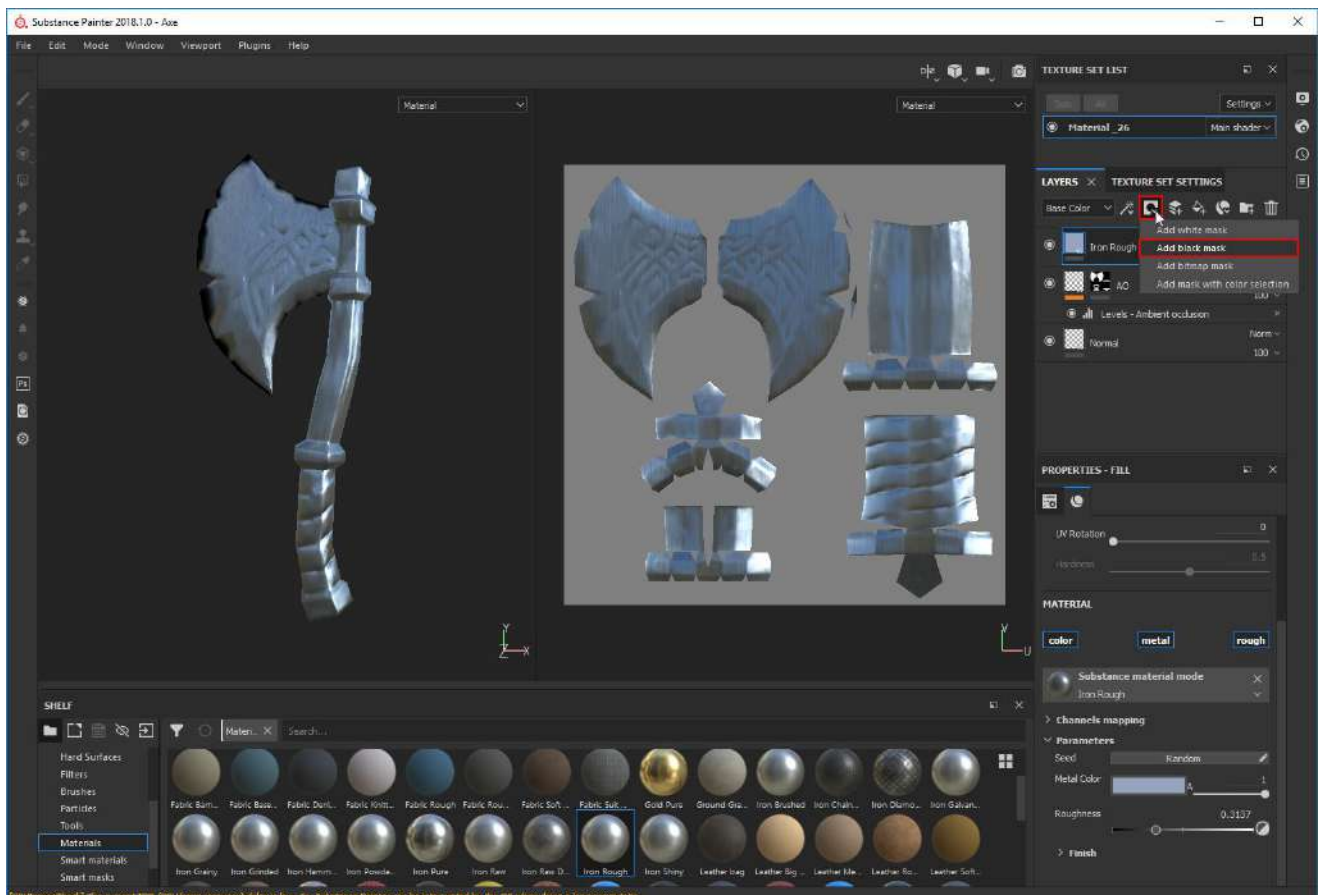
# After add Iron Rough material



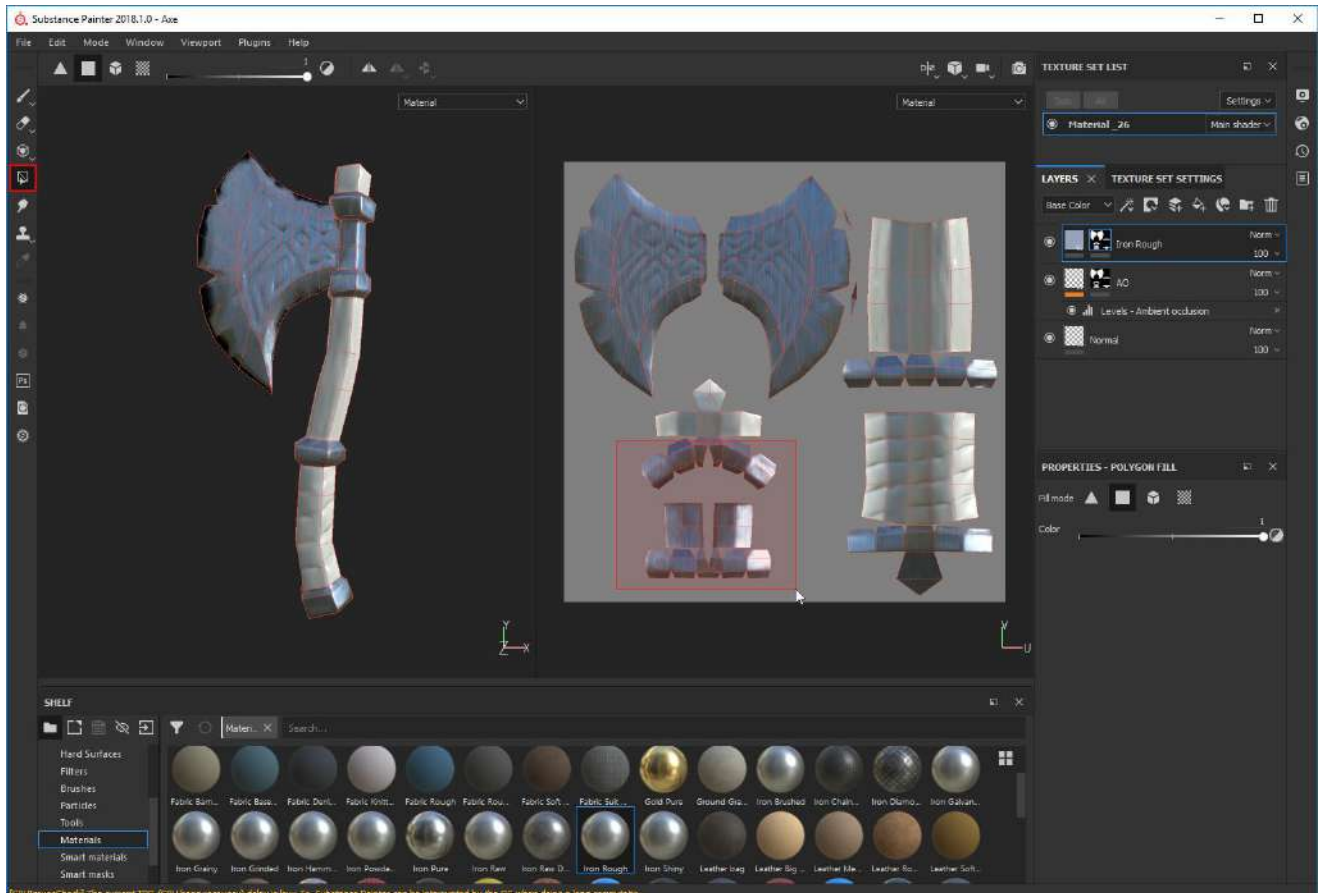
## Open reference picture, and adjust the iron base color



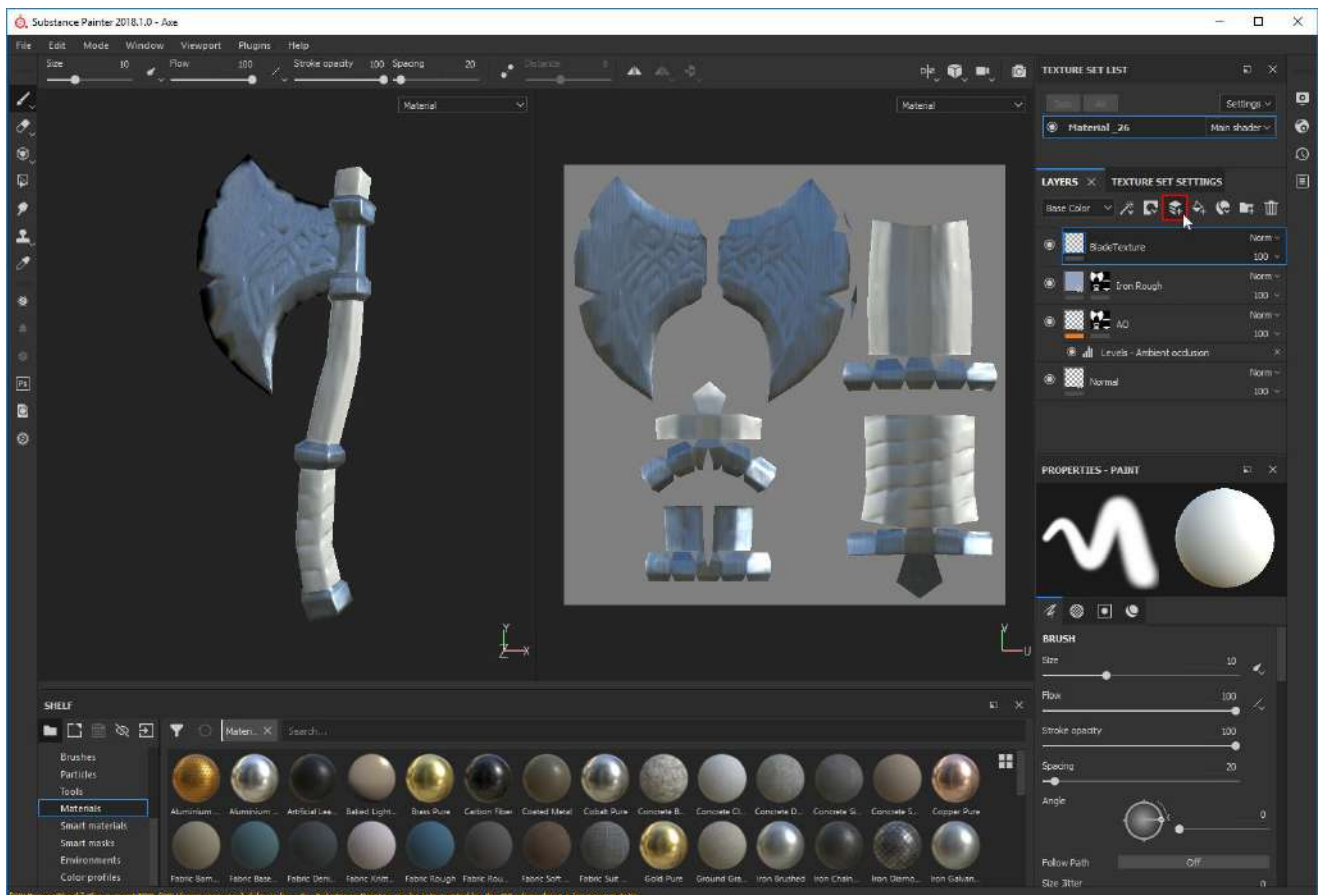
## Add black mask



Use "Polygon Fill" and highlight for metal part

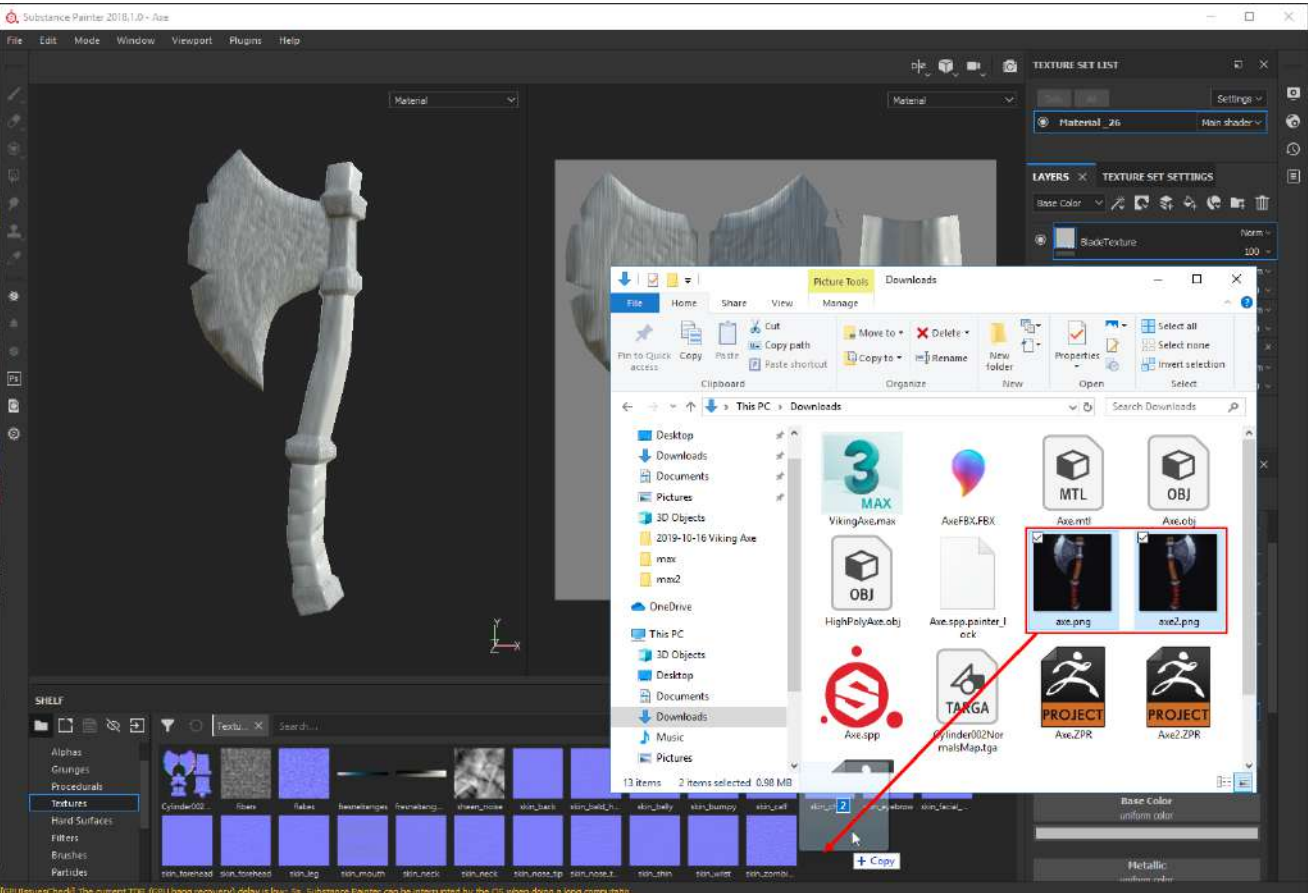


Click "Add Layer" and name as BladeTexture

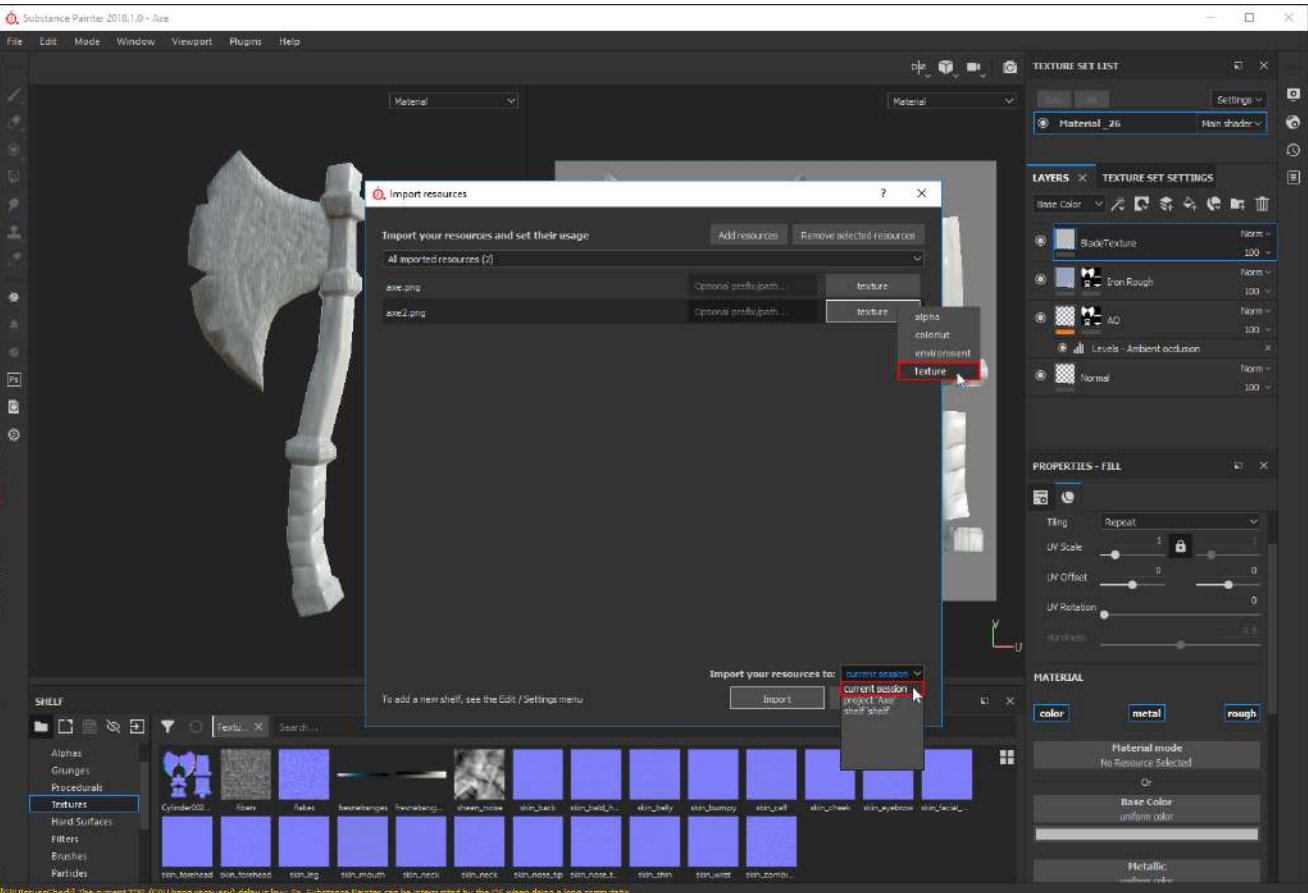




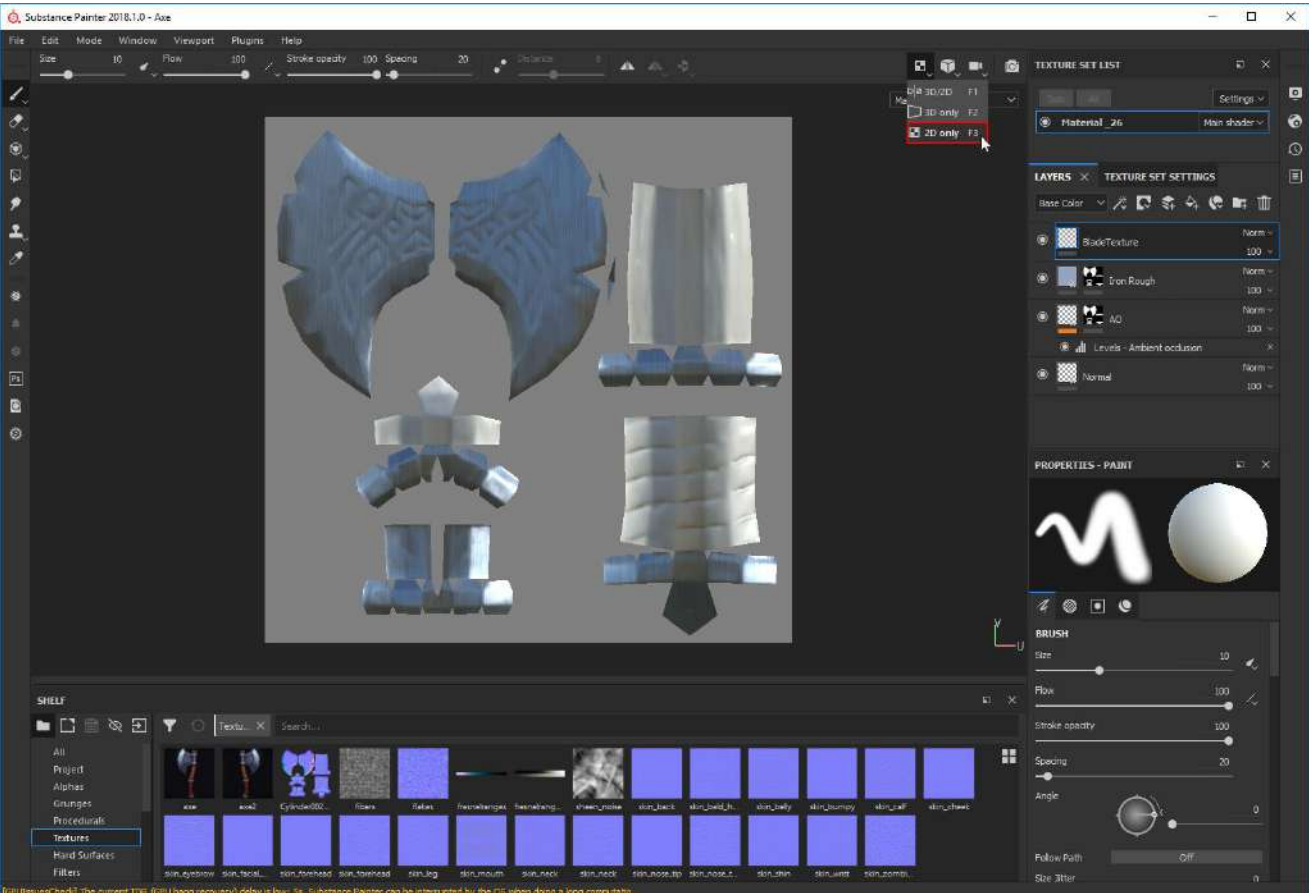
Drag axe picture into textures



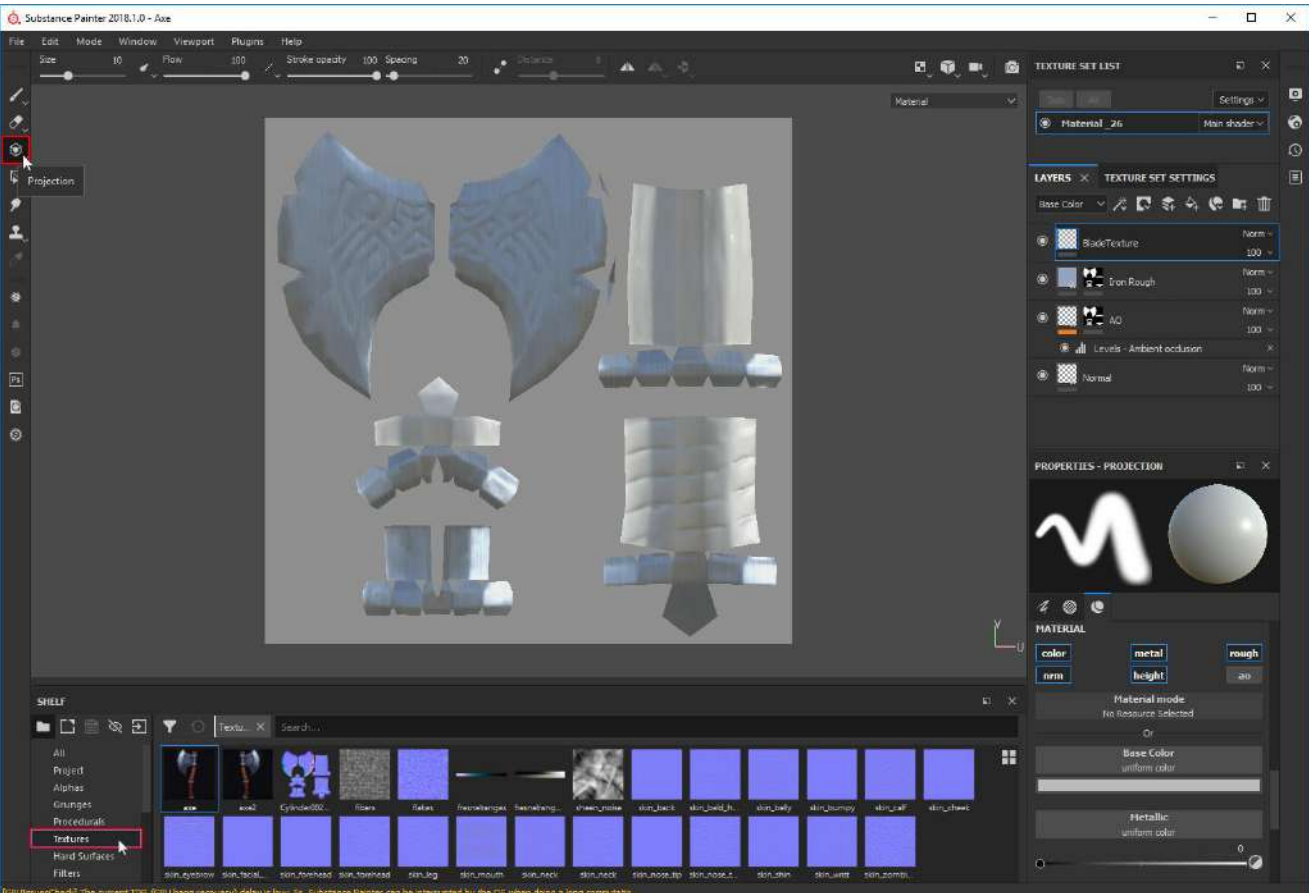
Choose texture and current session



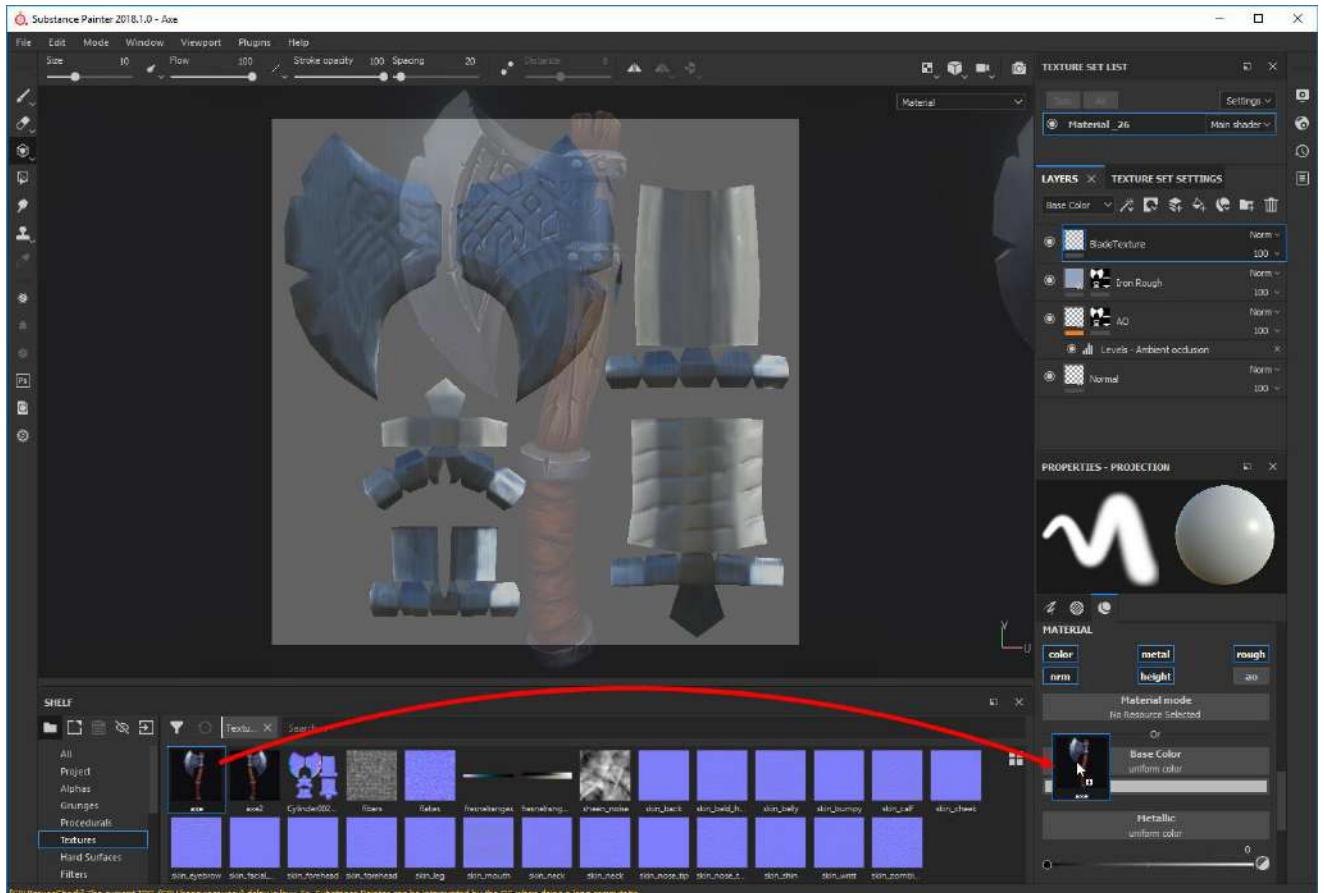
Switch to 2D only



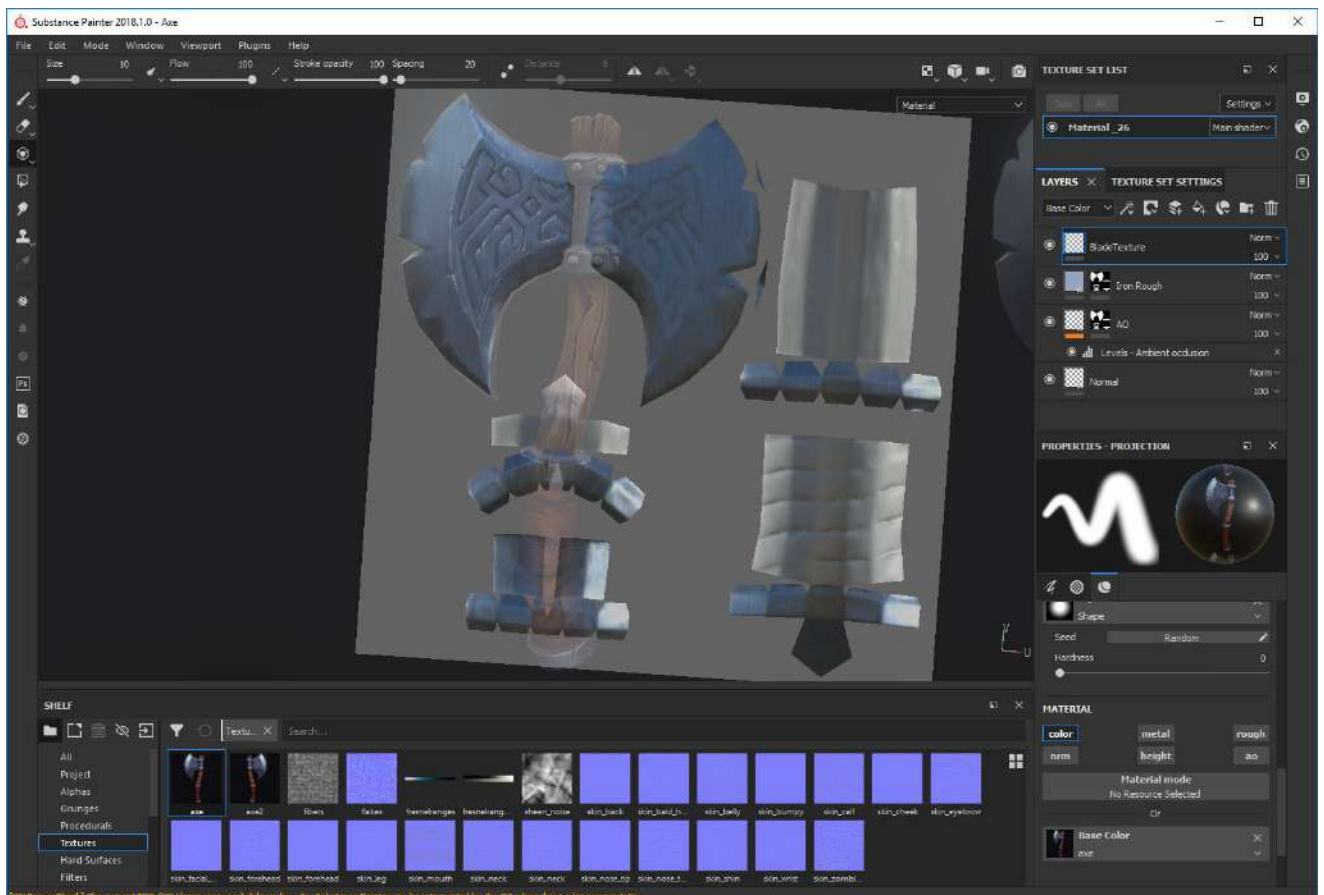
Click "Projection"



## Drag the picture to Base Color

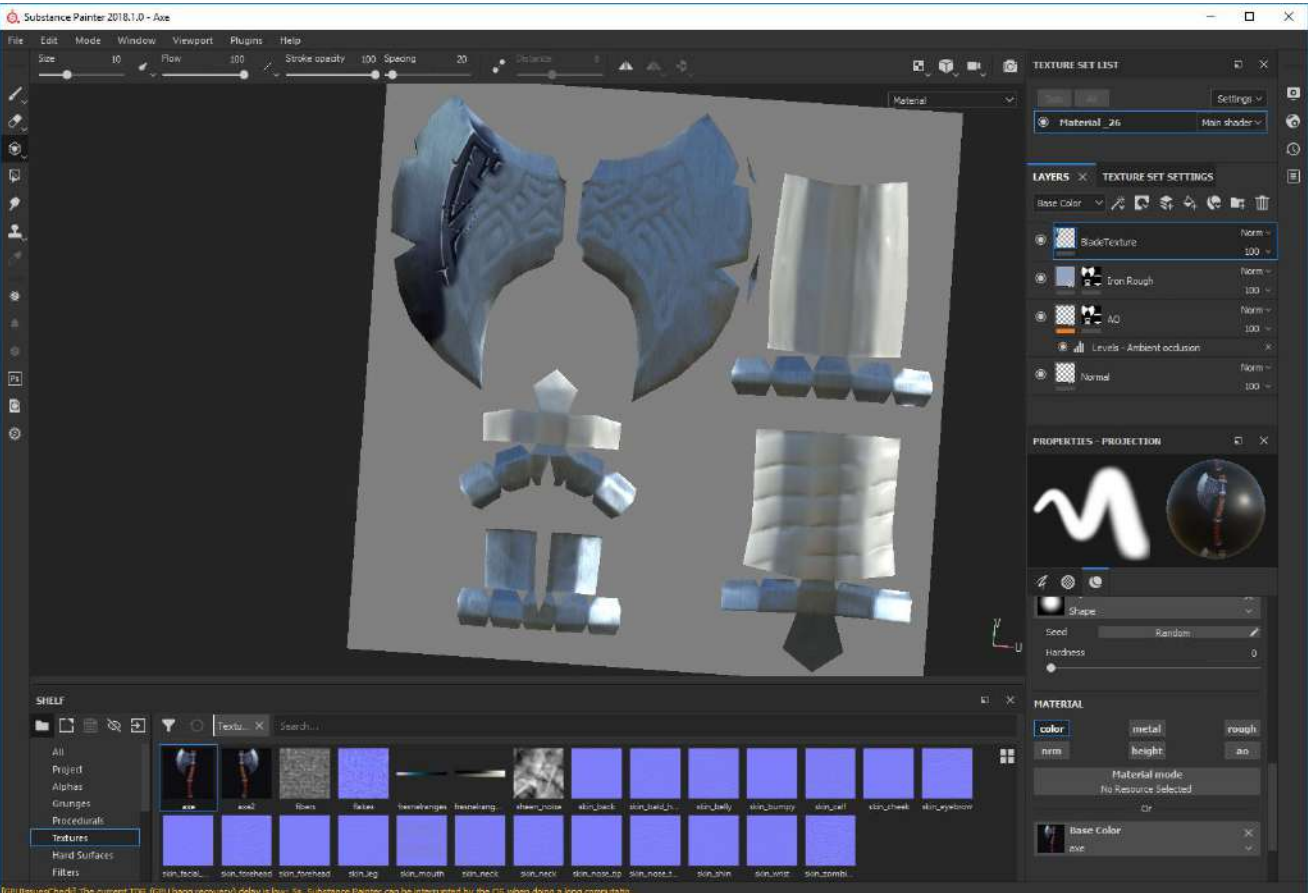


## Adjust and rotate the UV before draw it

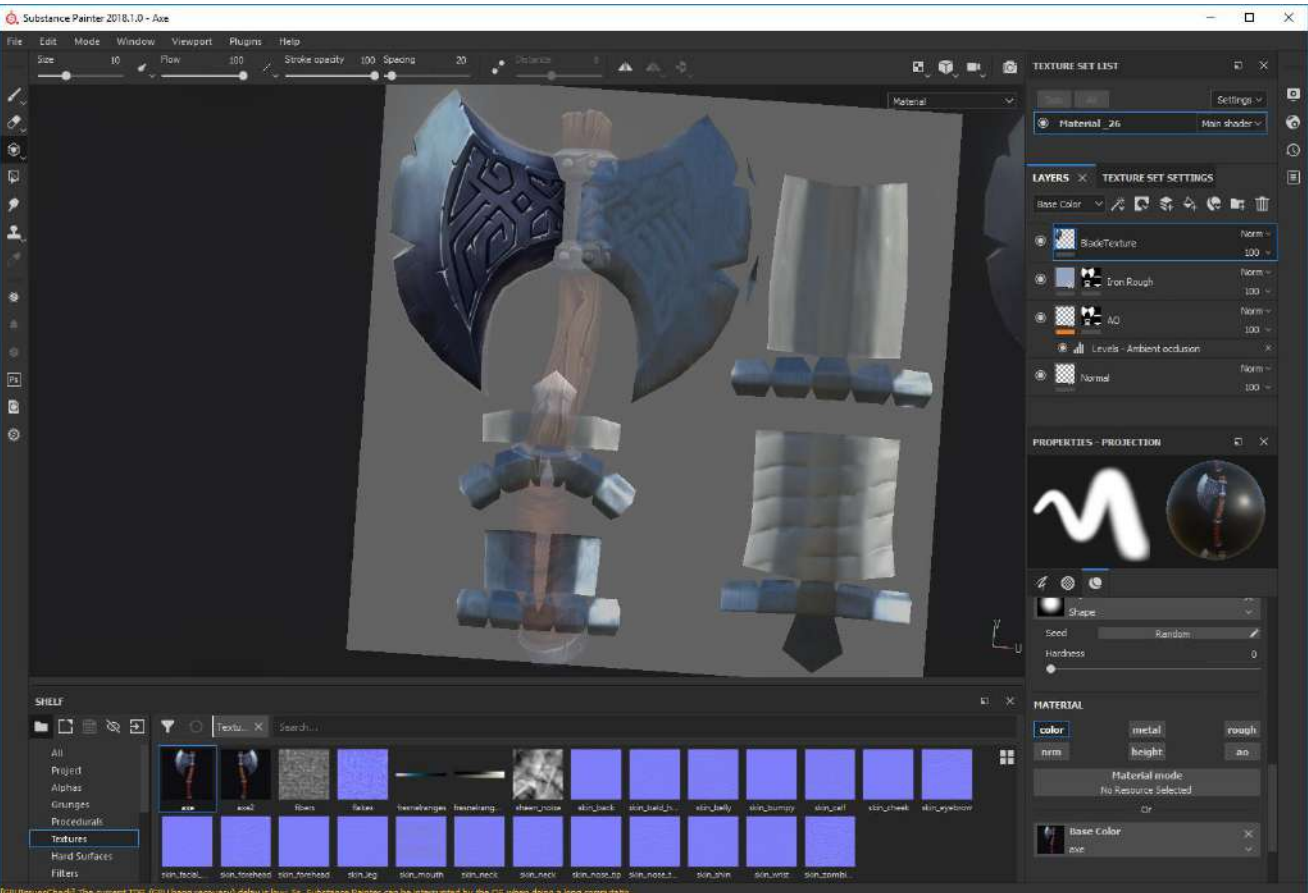




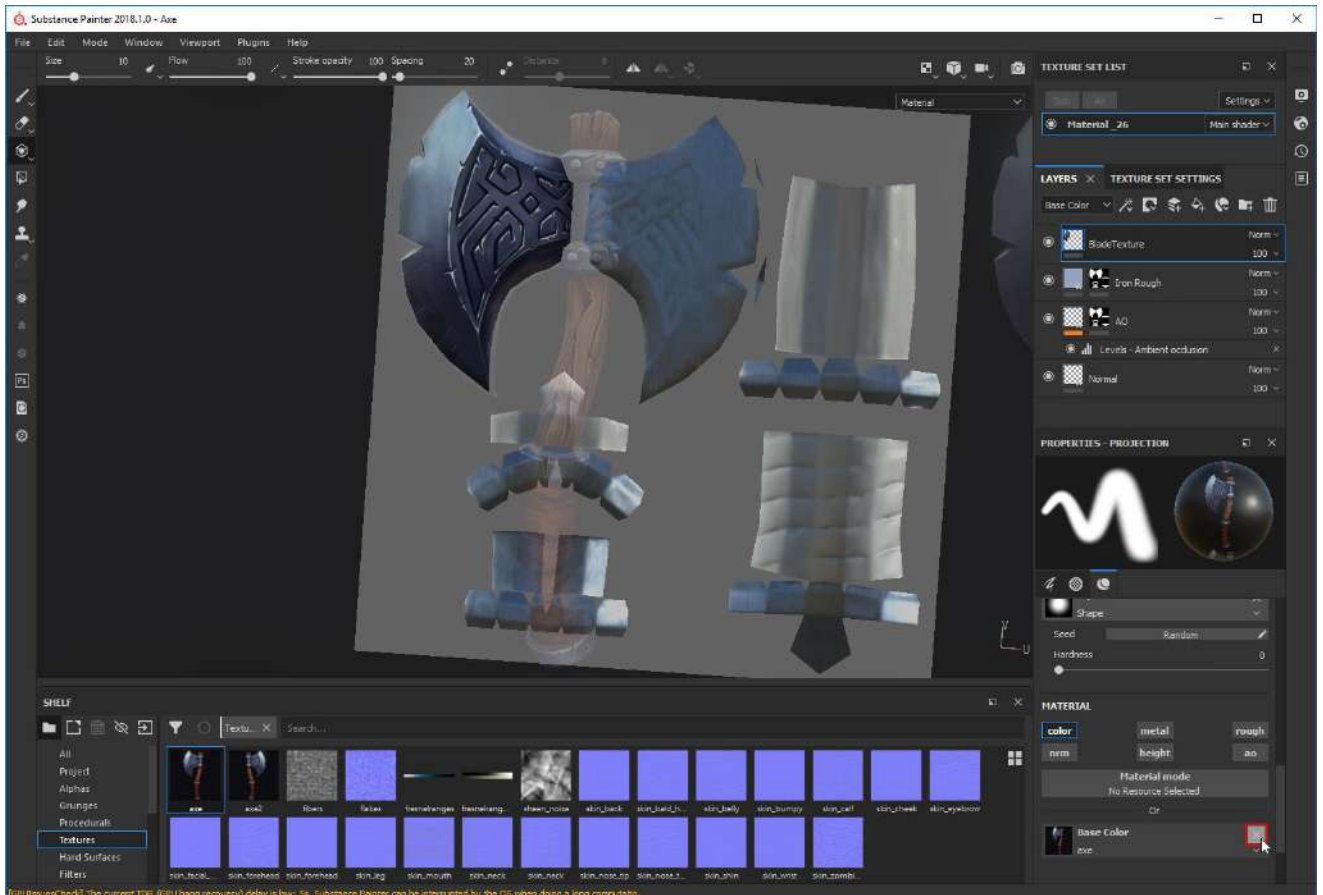
Draw it



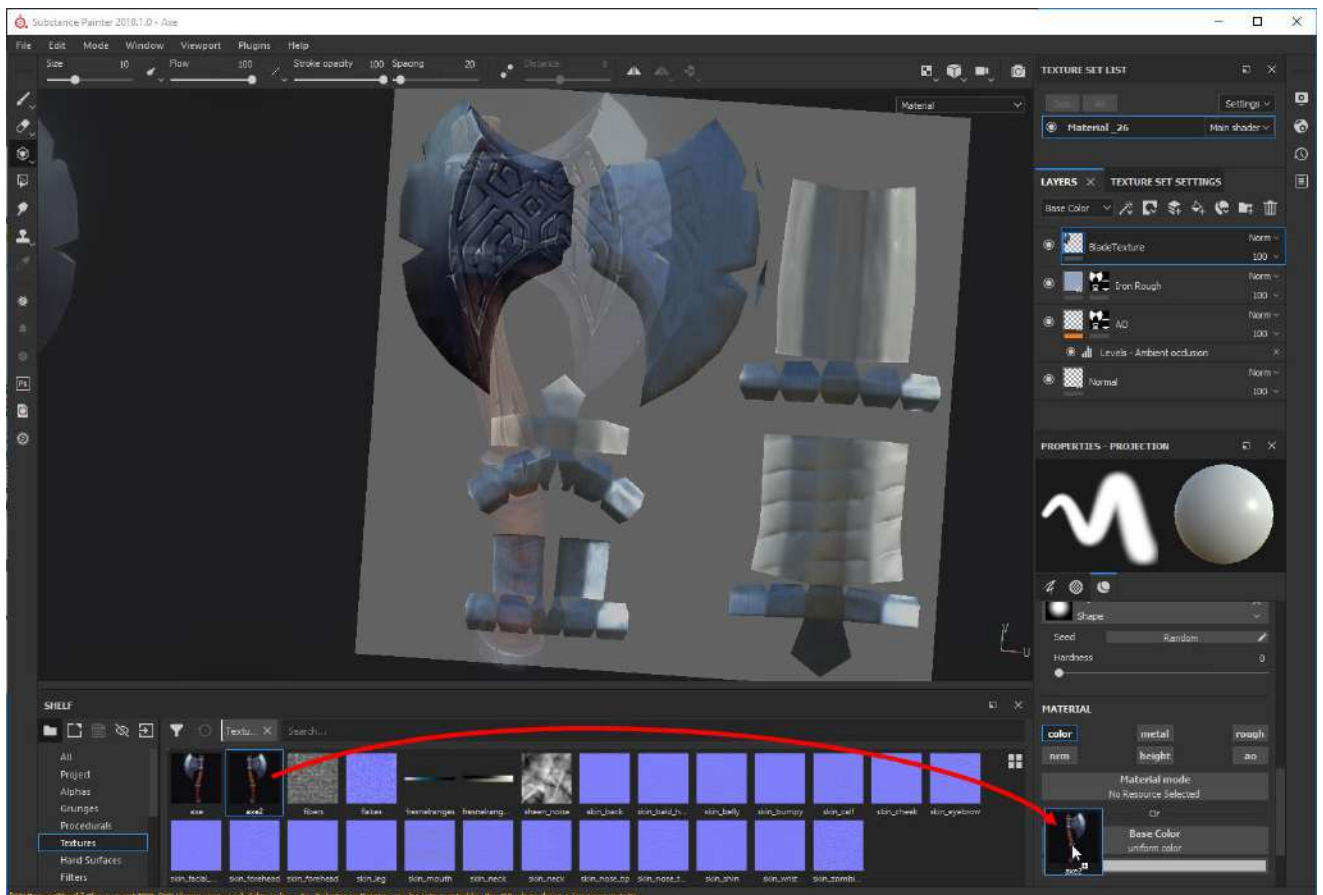
After finish one side axe blade



On right bottom, click "X" to close axe picture



And drag another side axe to Base color

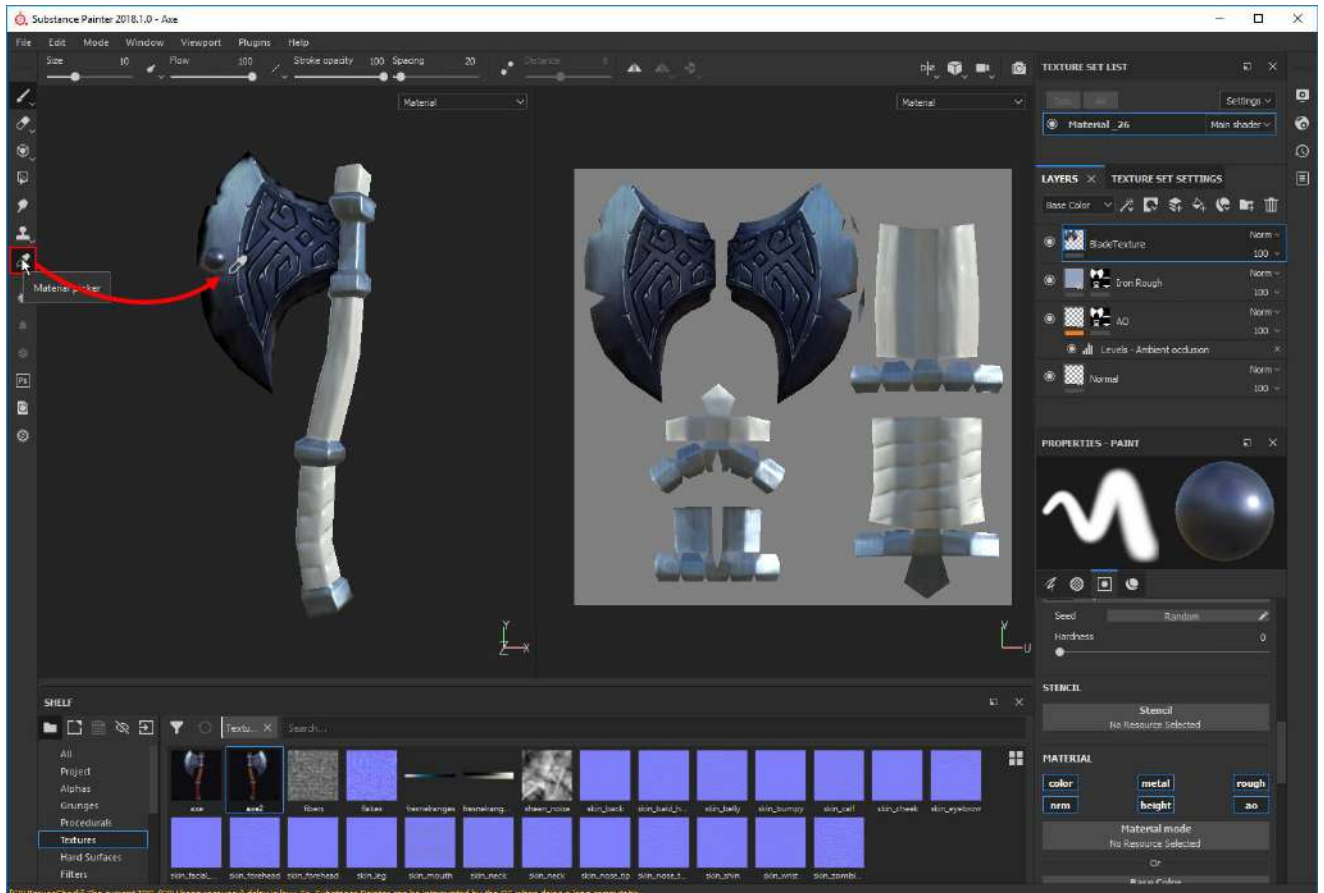




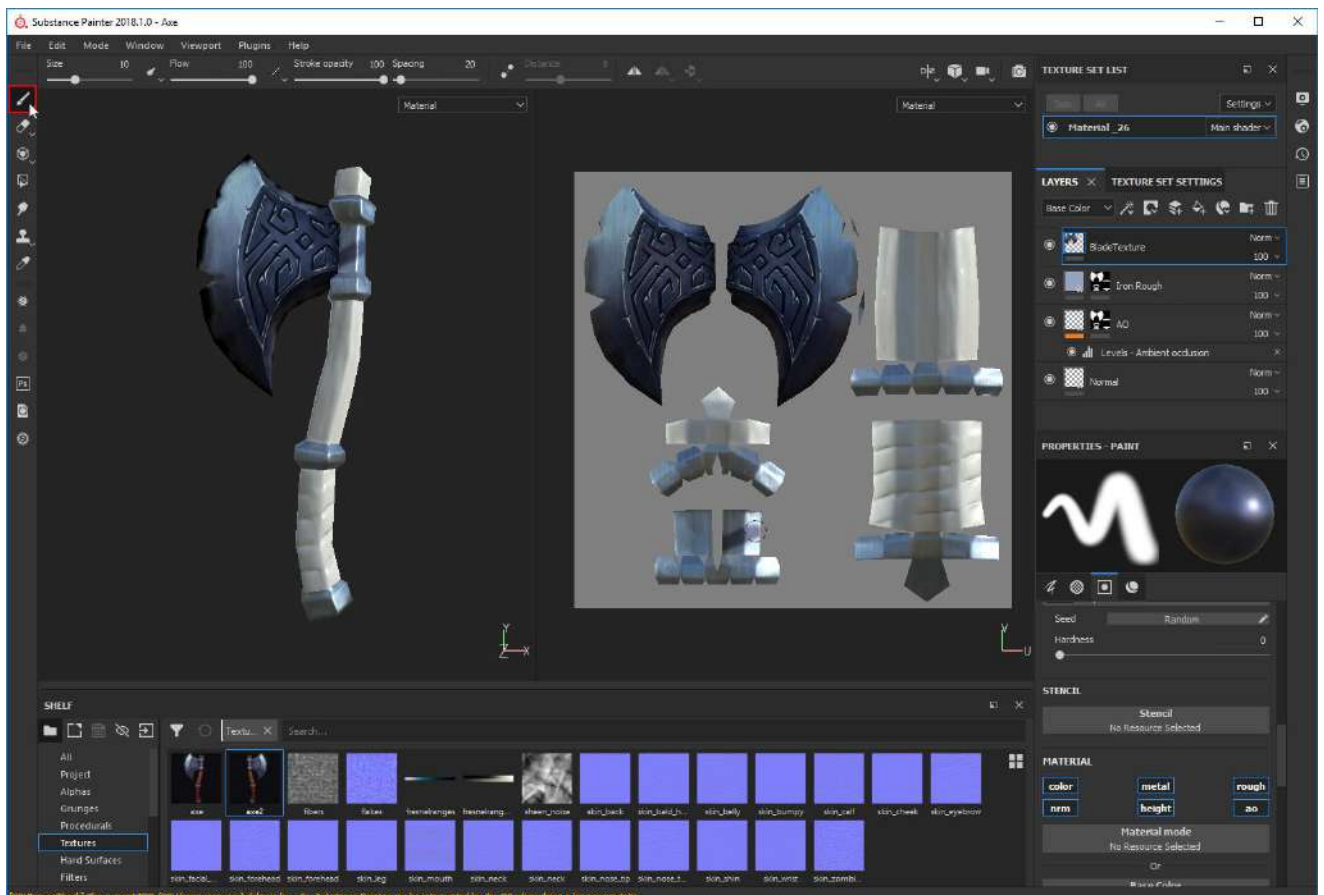




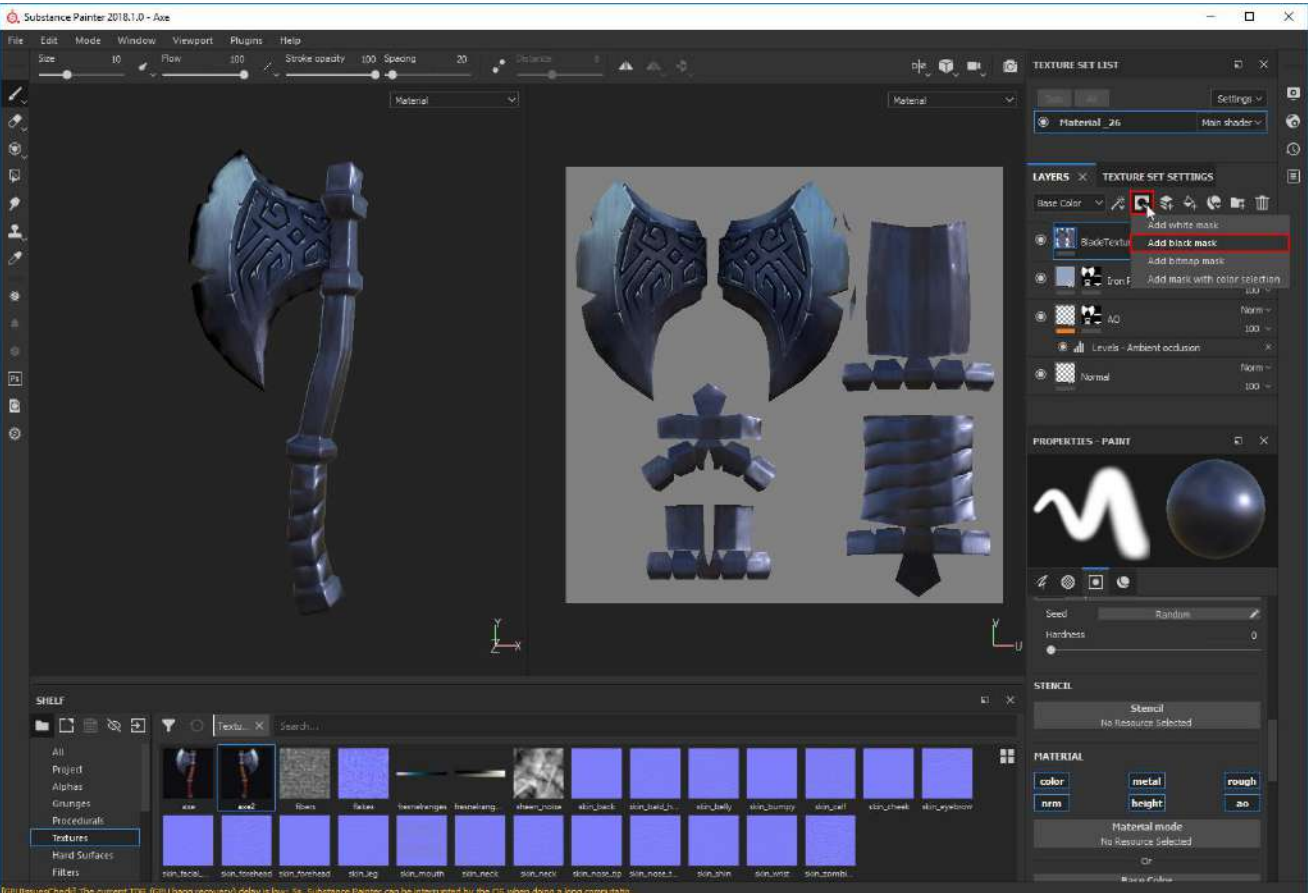
Click "Material Picker" and pick the color



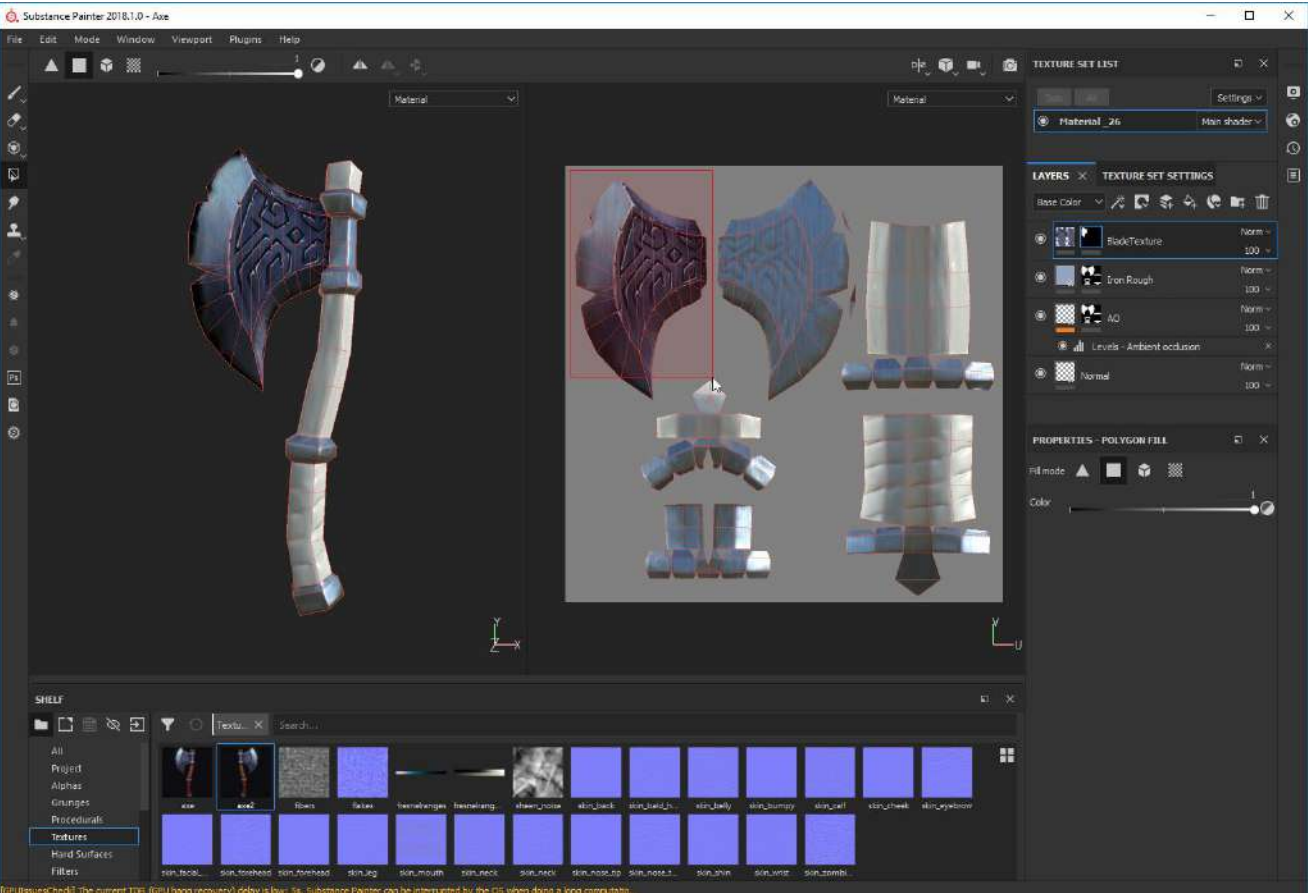
After pick color, click "Paint" and draw all the rest



# Add black mask



# Use "Polygon Fill" and highlight metal part

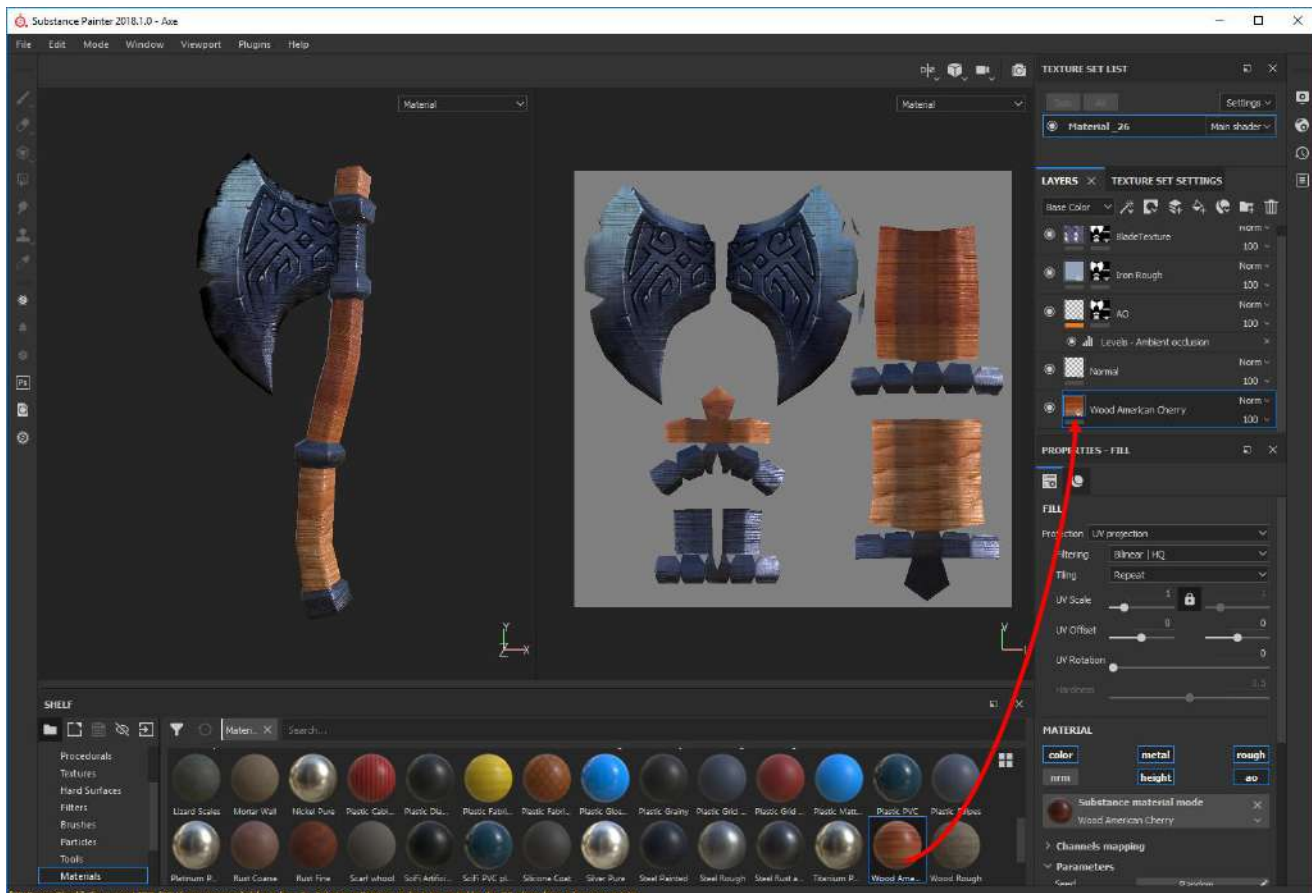




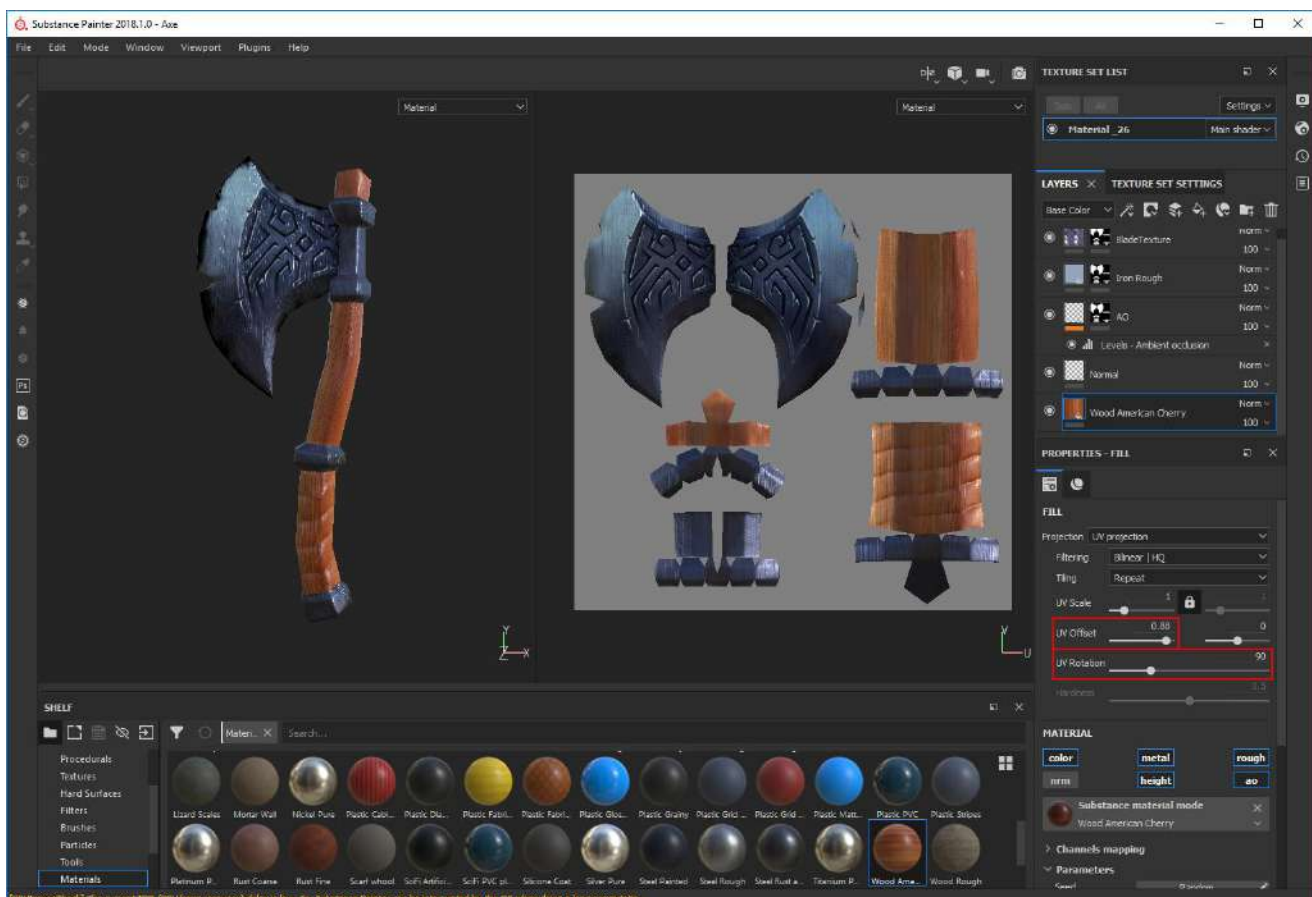
The screenshot displays the Substance Painter 2018.1.0 interface. The main viewport shows a 3D model of a sword with a dark, textured blade and a light-colored hilt. The texture set list on the right shows the following layers:

- Material
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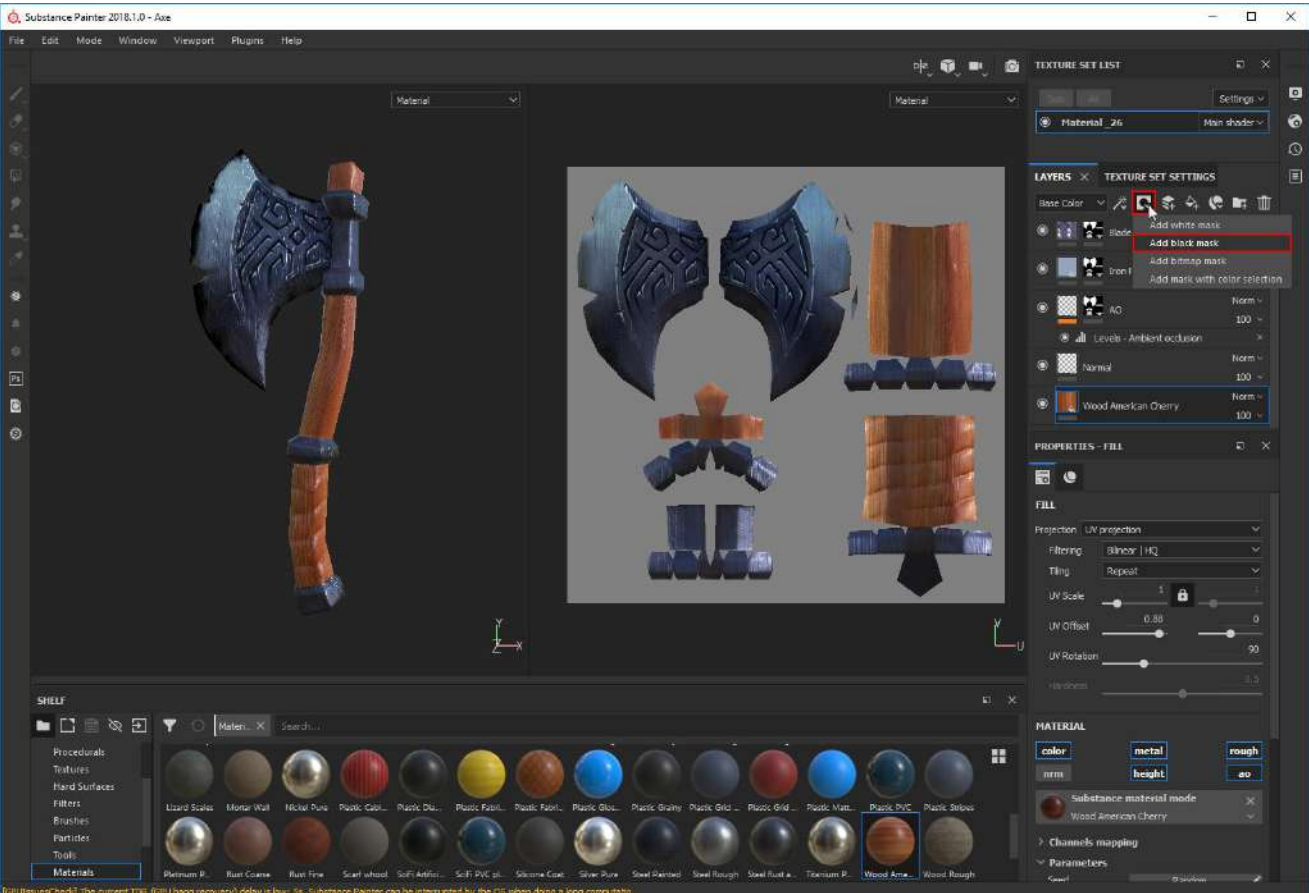
## Import Wood American Cherry to layers



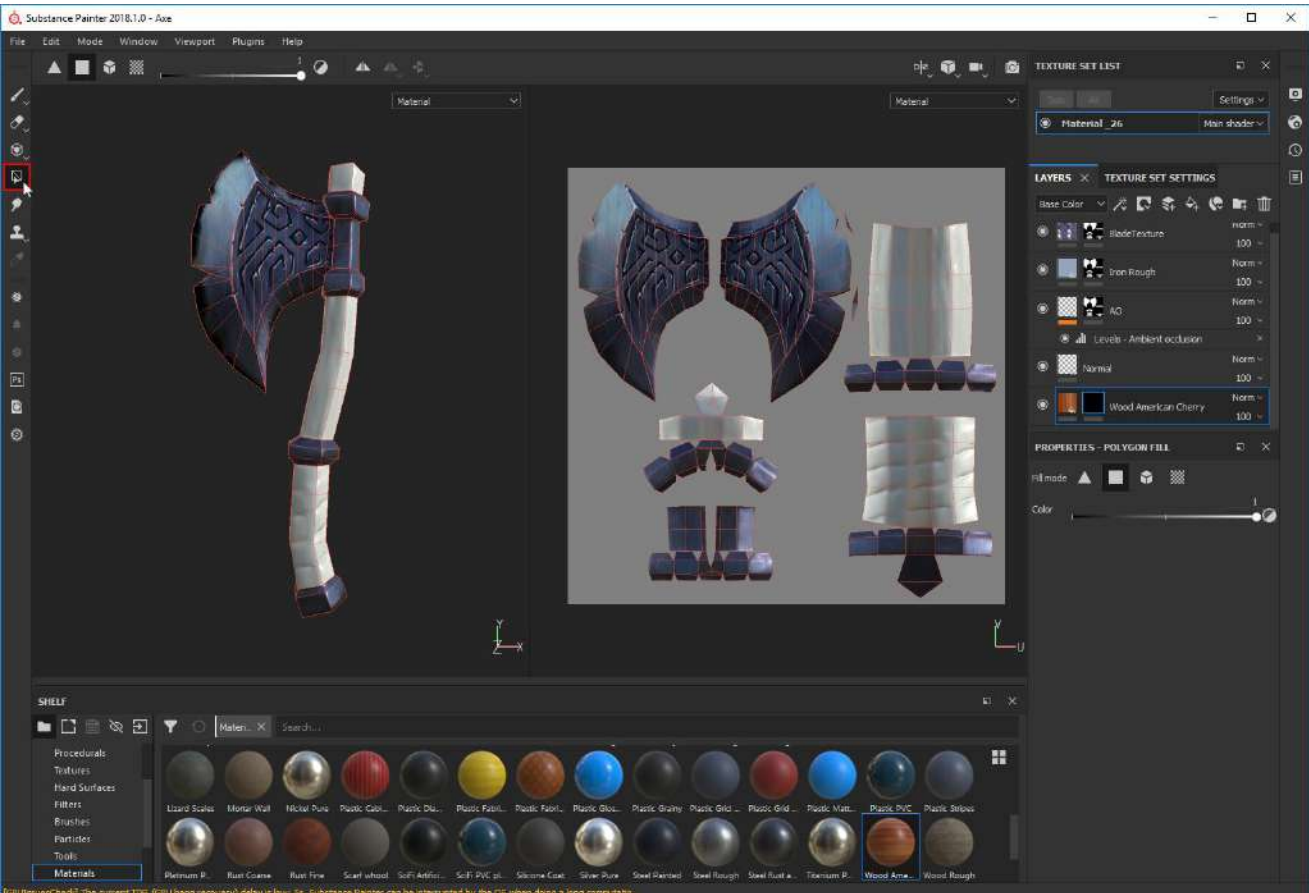
## Adjust UV Offset and UV Rotation (depends on your axe uv)



# Add black mask on Wood American Cherry

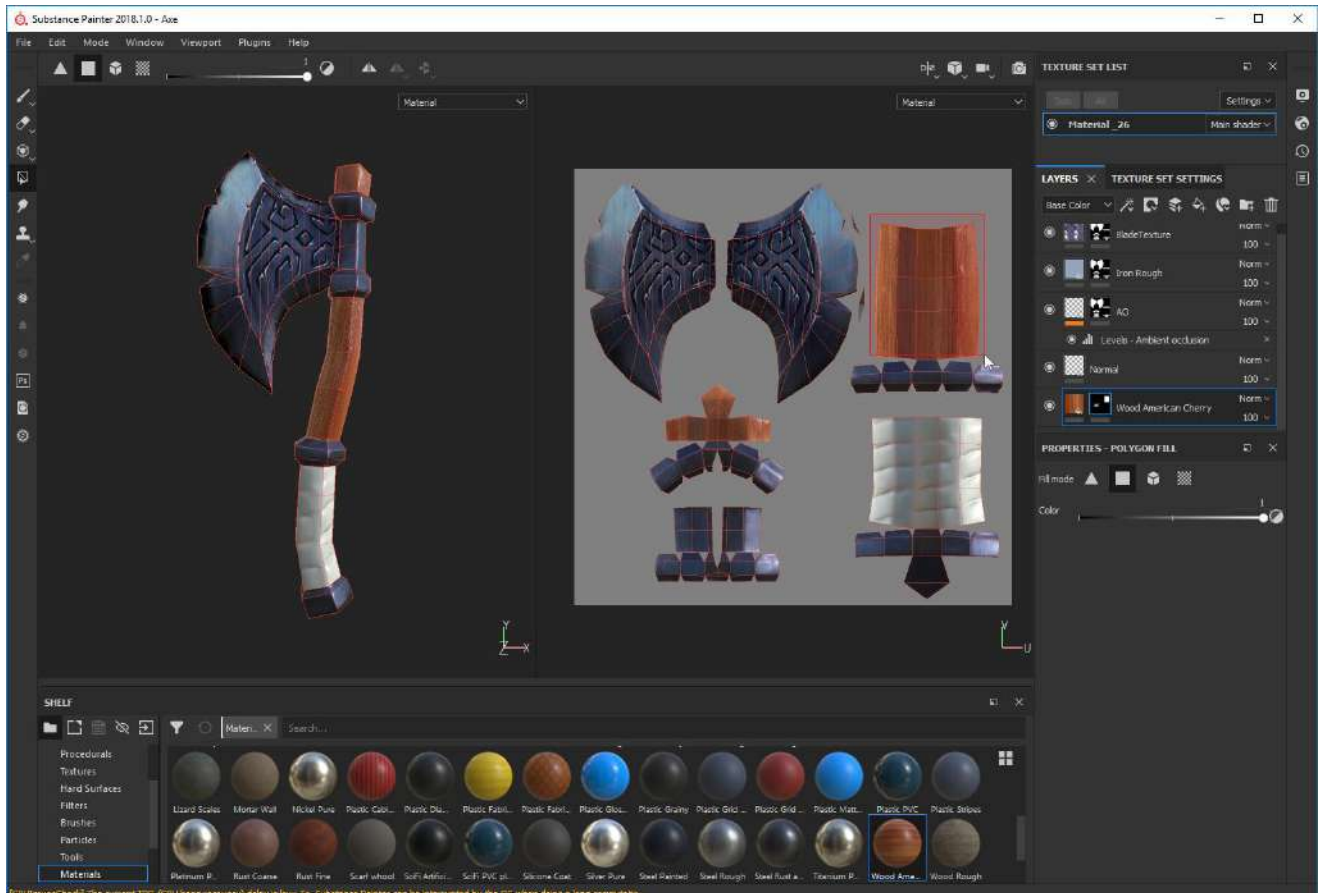


# Click on "Polygon Fill"

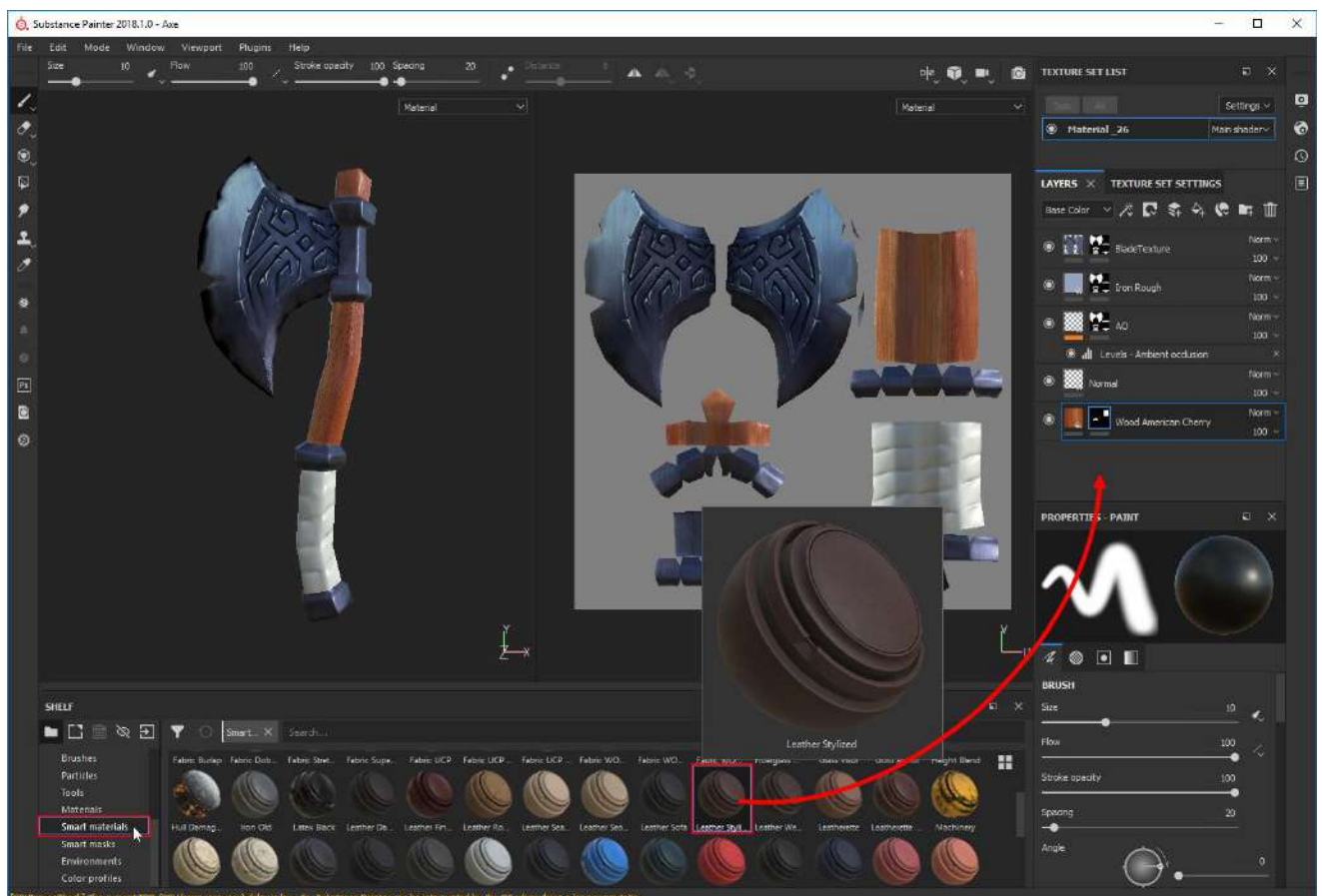




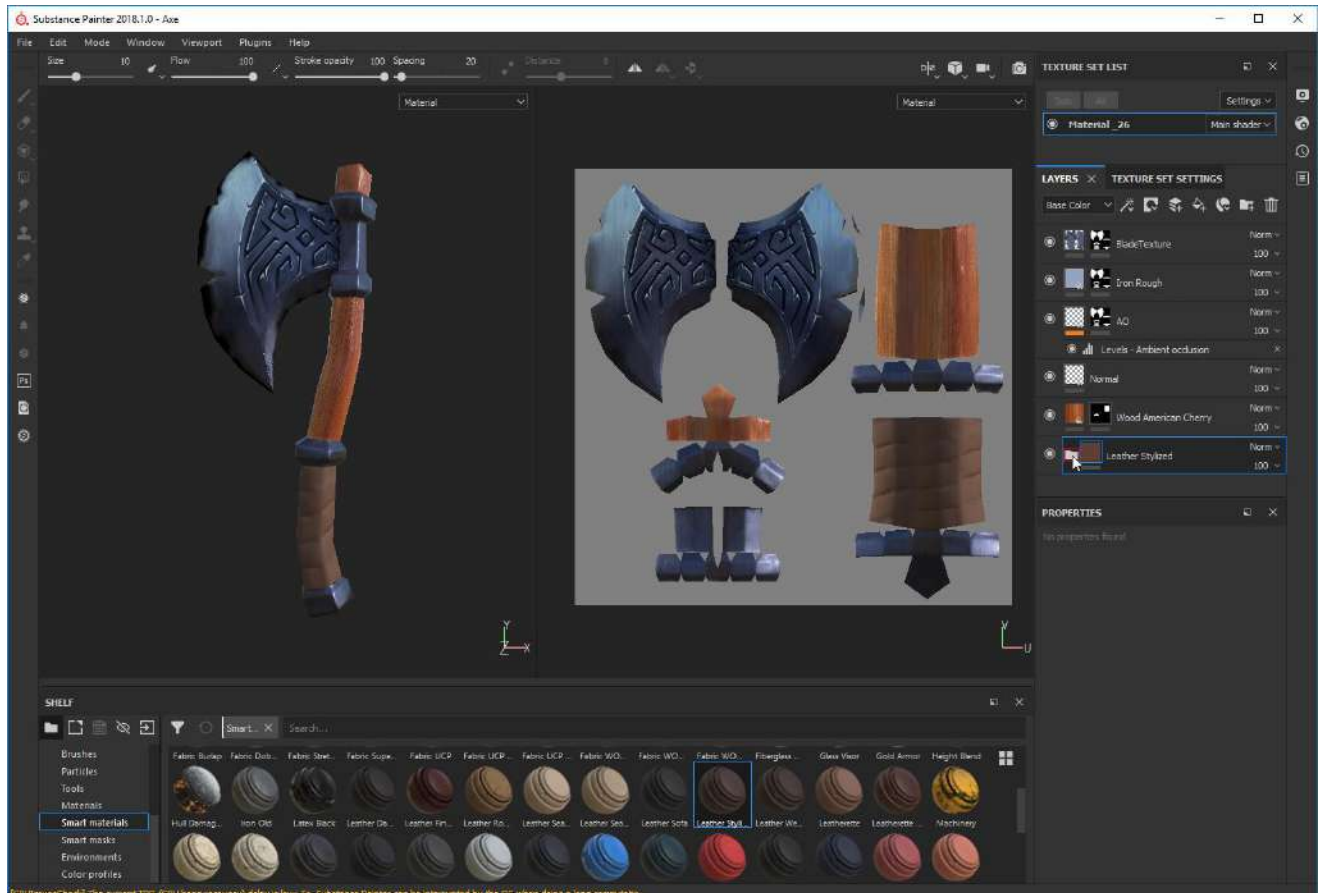
## Use polygon fill and highlight the wooden part



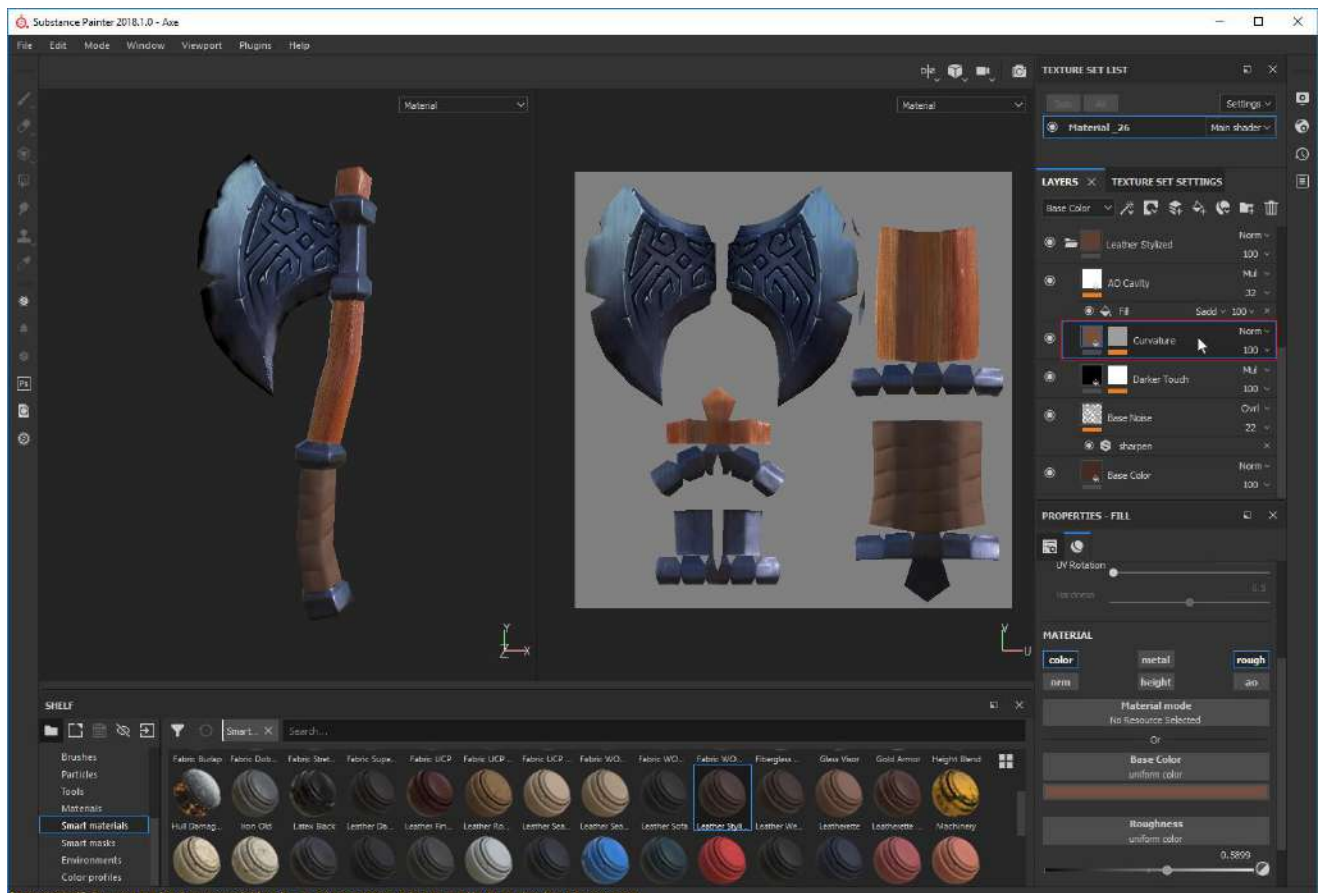
## Smart materials → Leather Stylized → import to layers (for handle part)



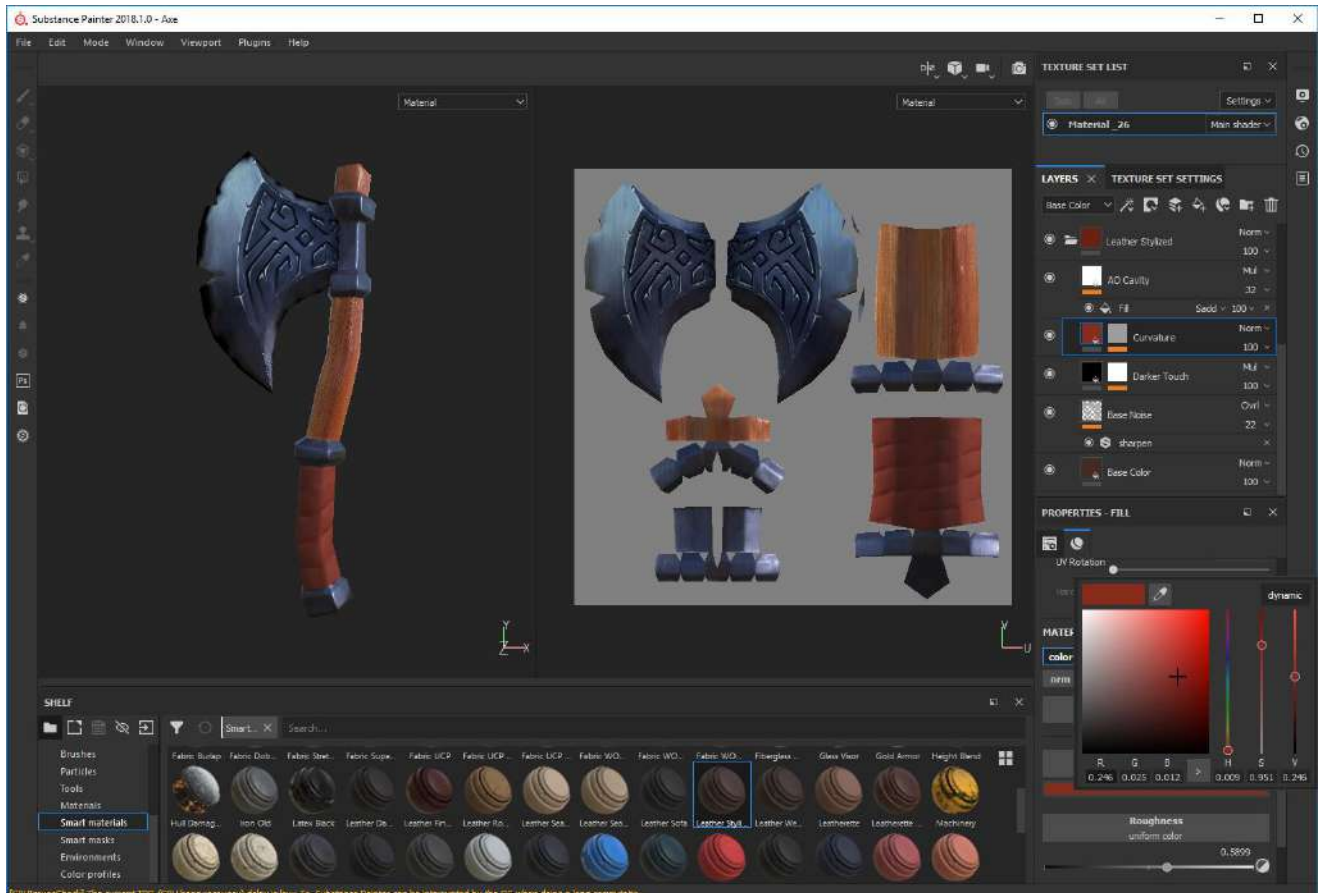
Click "folder" icon to expand leather stylized layer



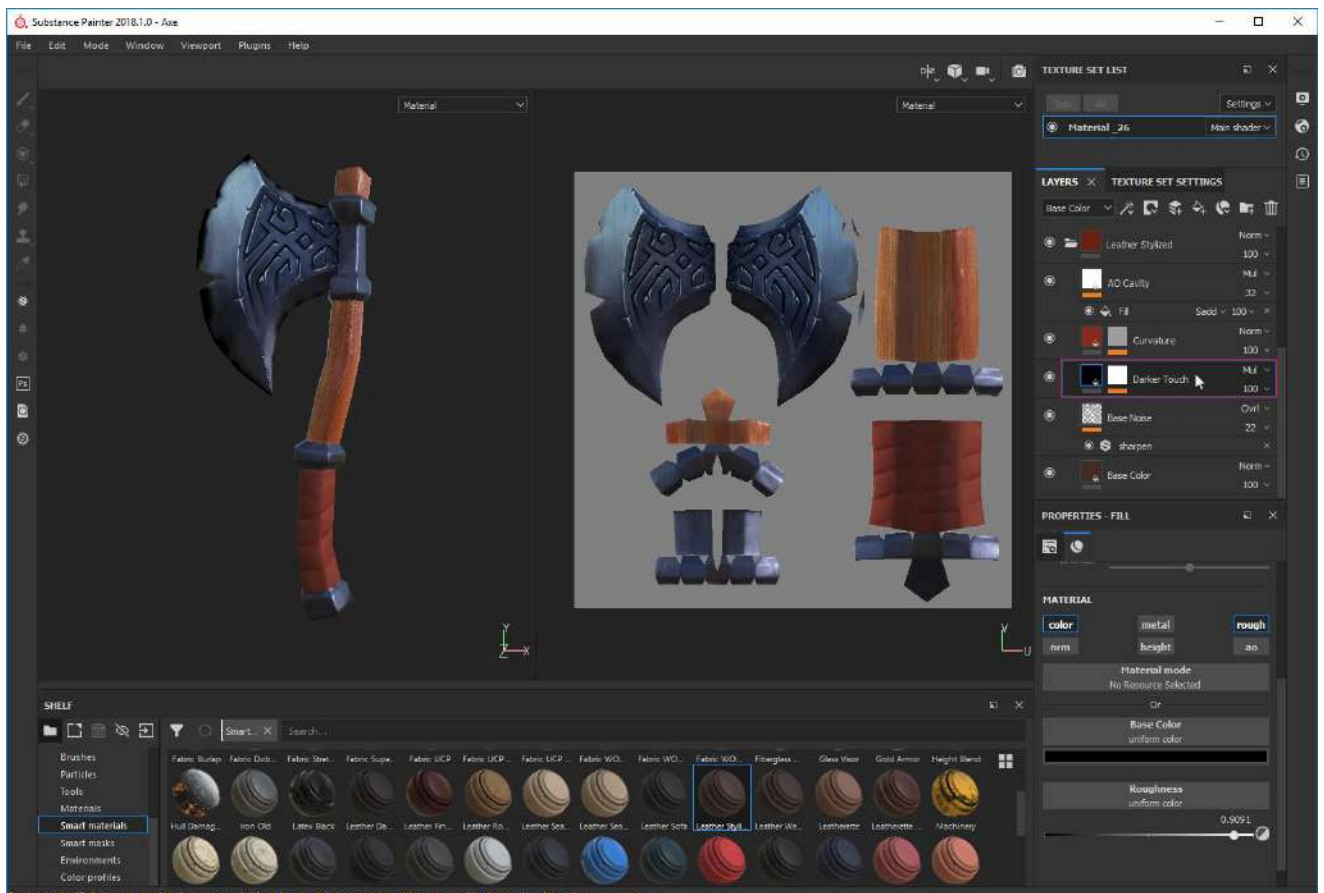
Select "Curvature" layer, we need to edit the base color



Click base color and change to a little bit red color

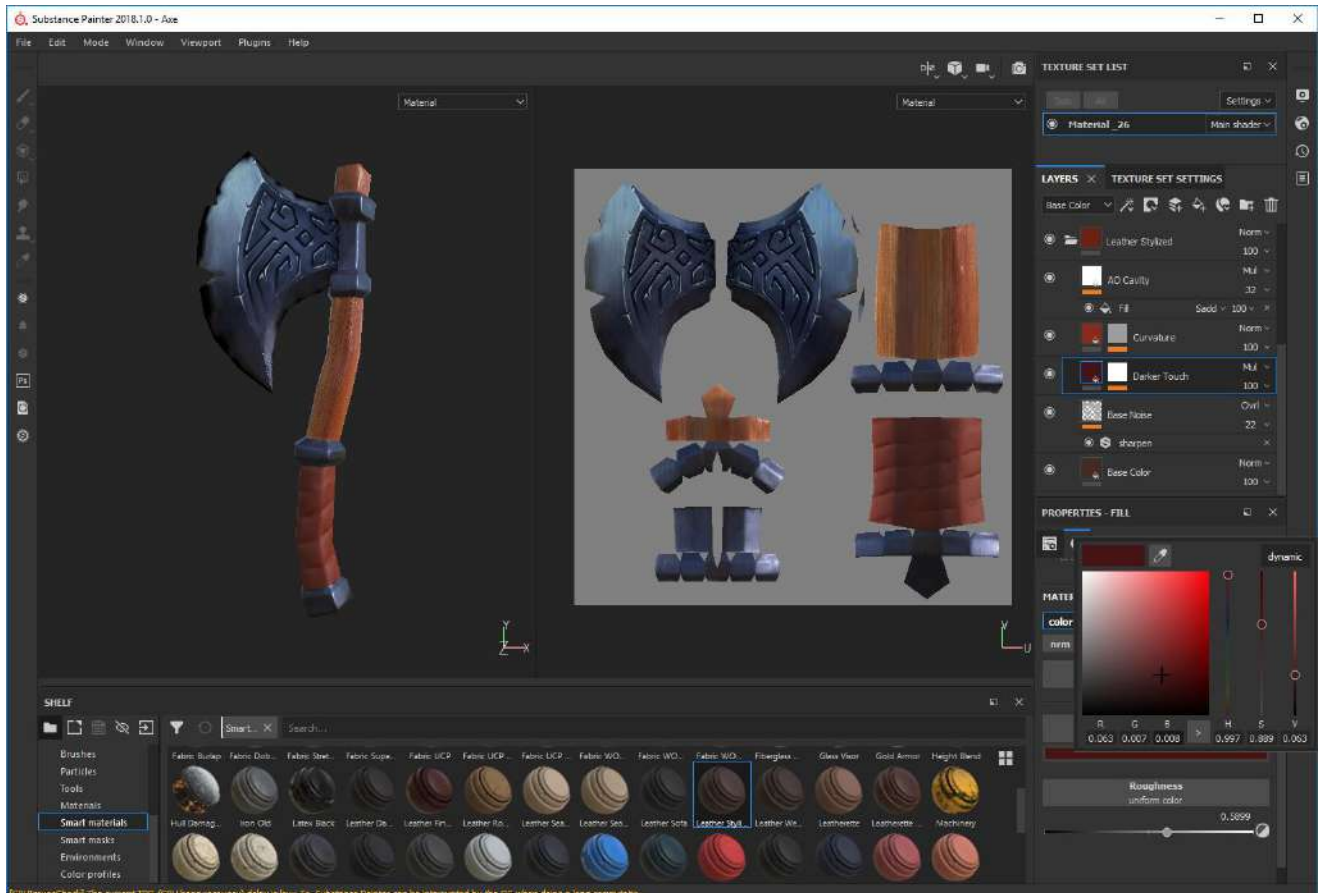


Select "Darker Touch" layer

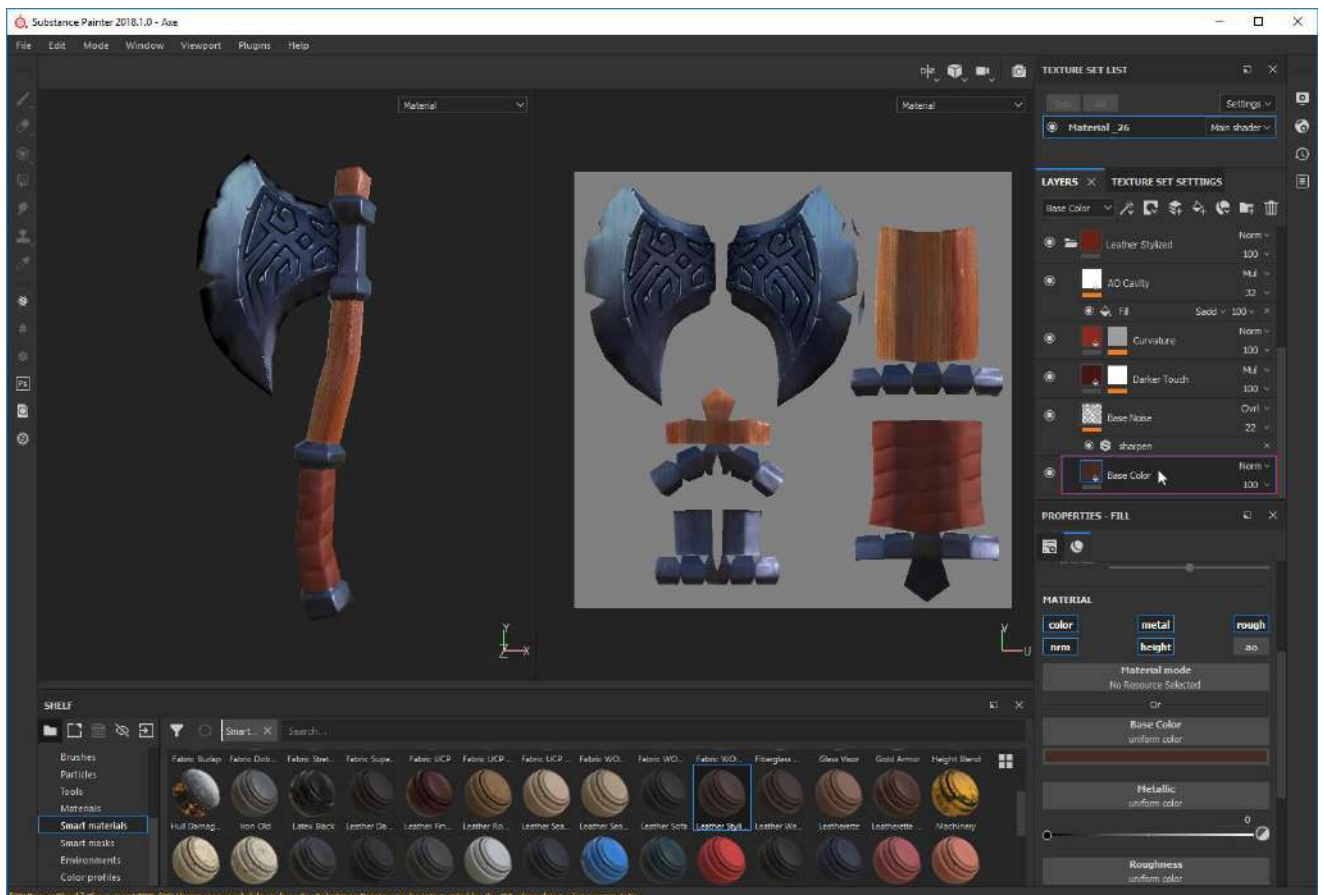




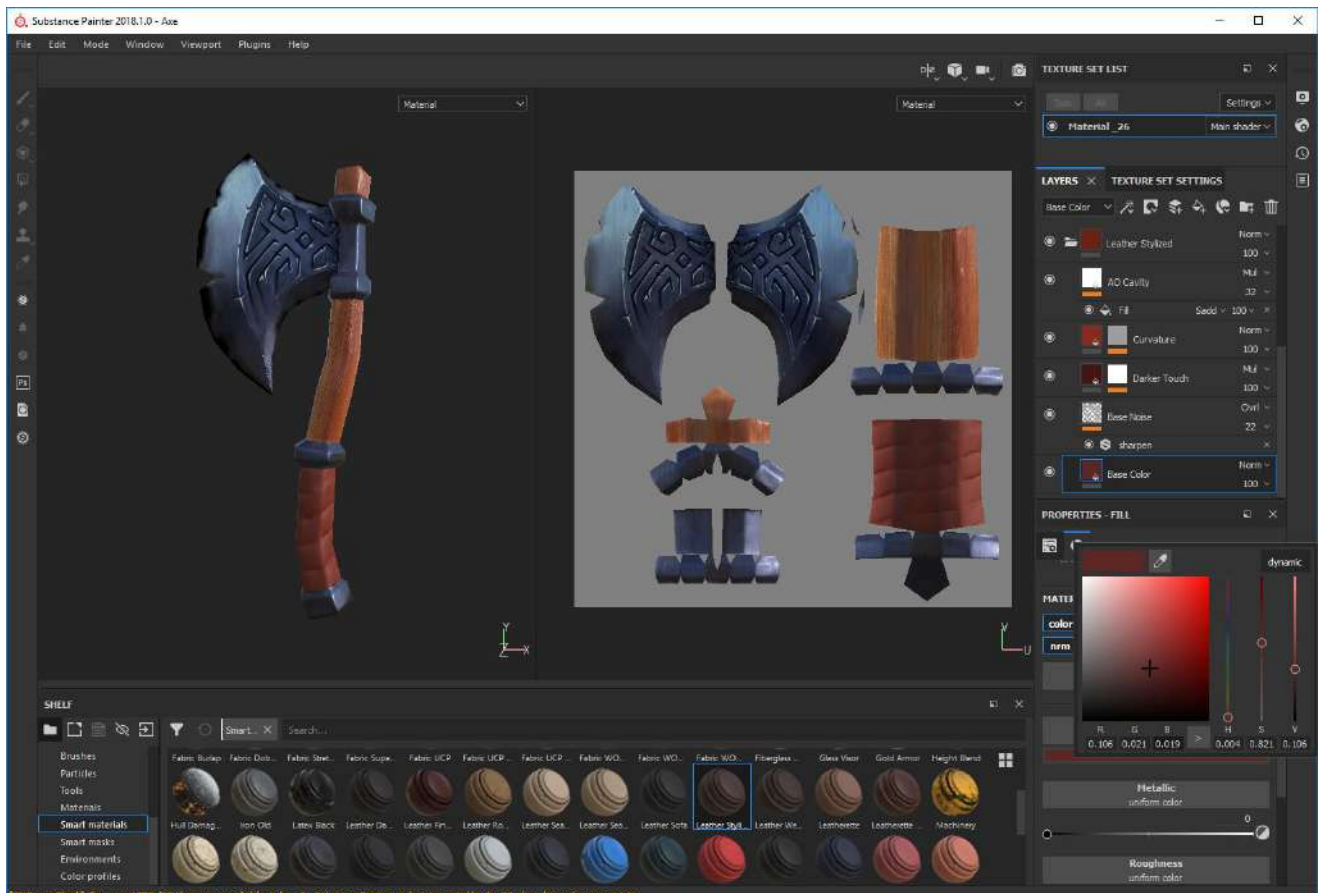
## Change the base color to brown color



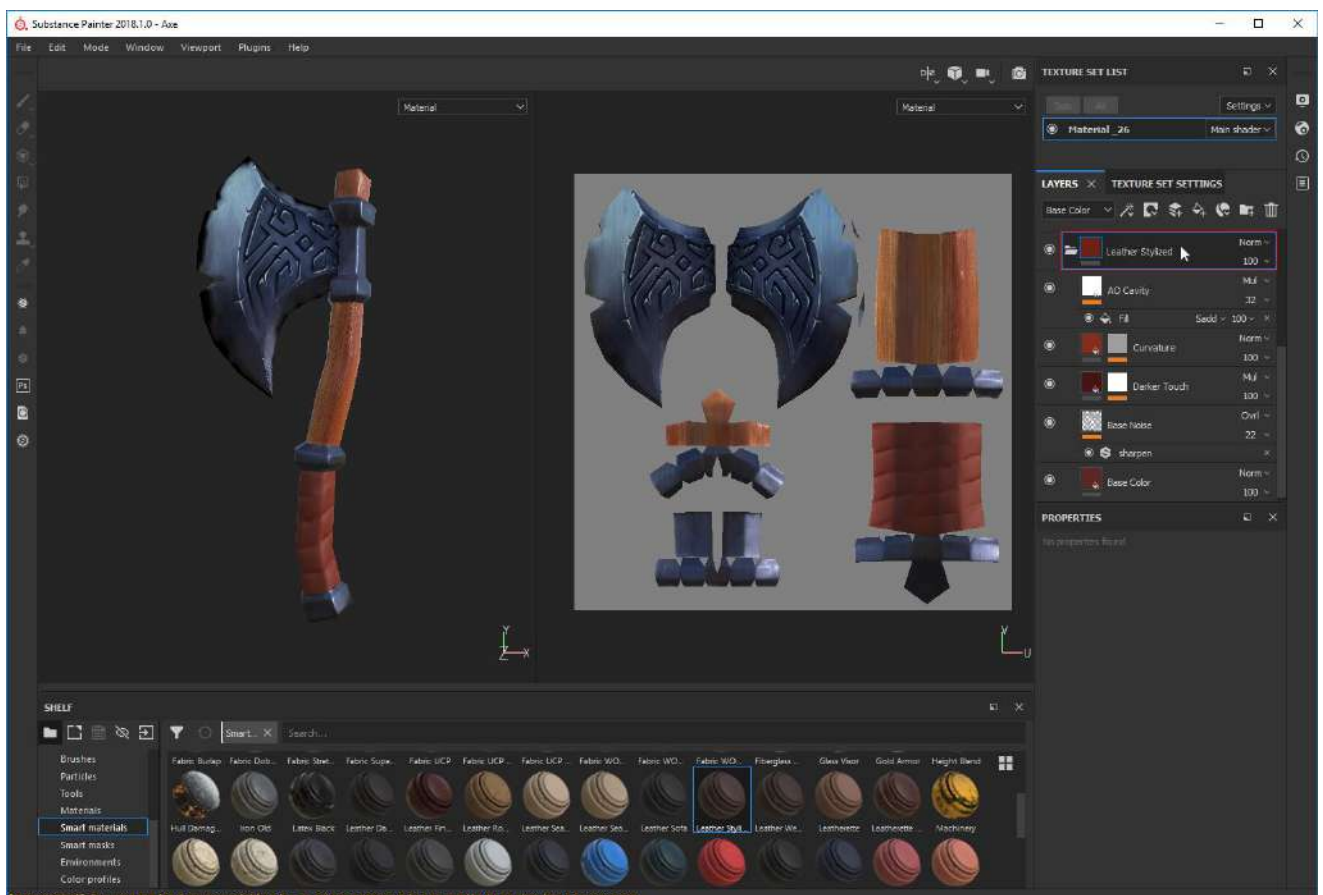
## Select the "Base Color" layer



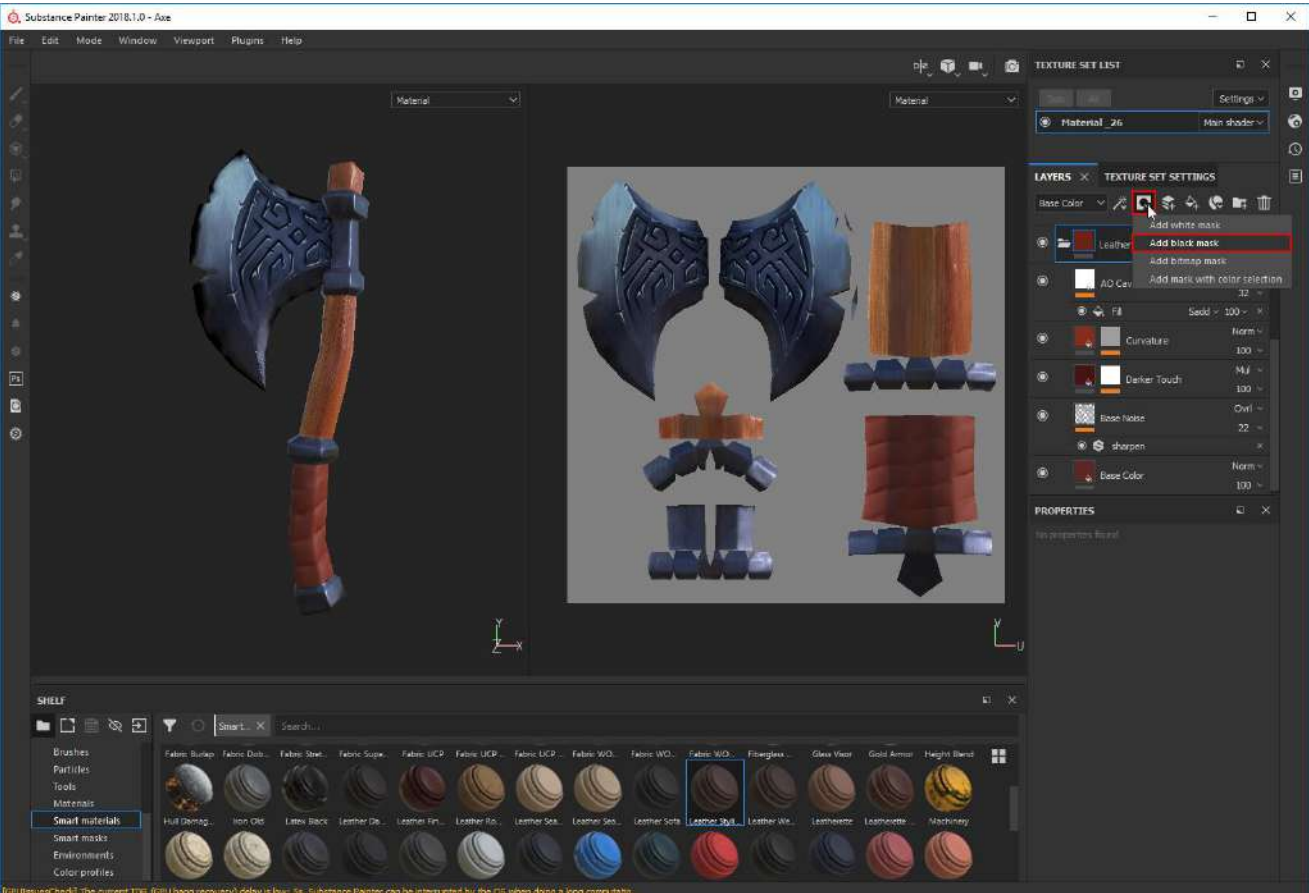
Edit the brown color, with a little bit red for handle part



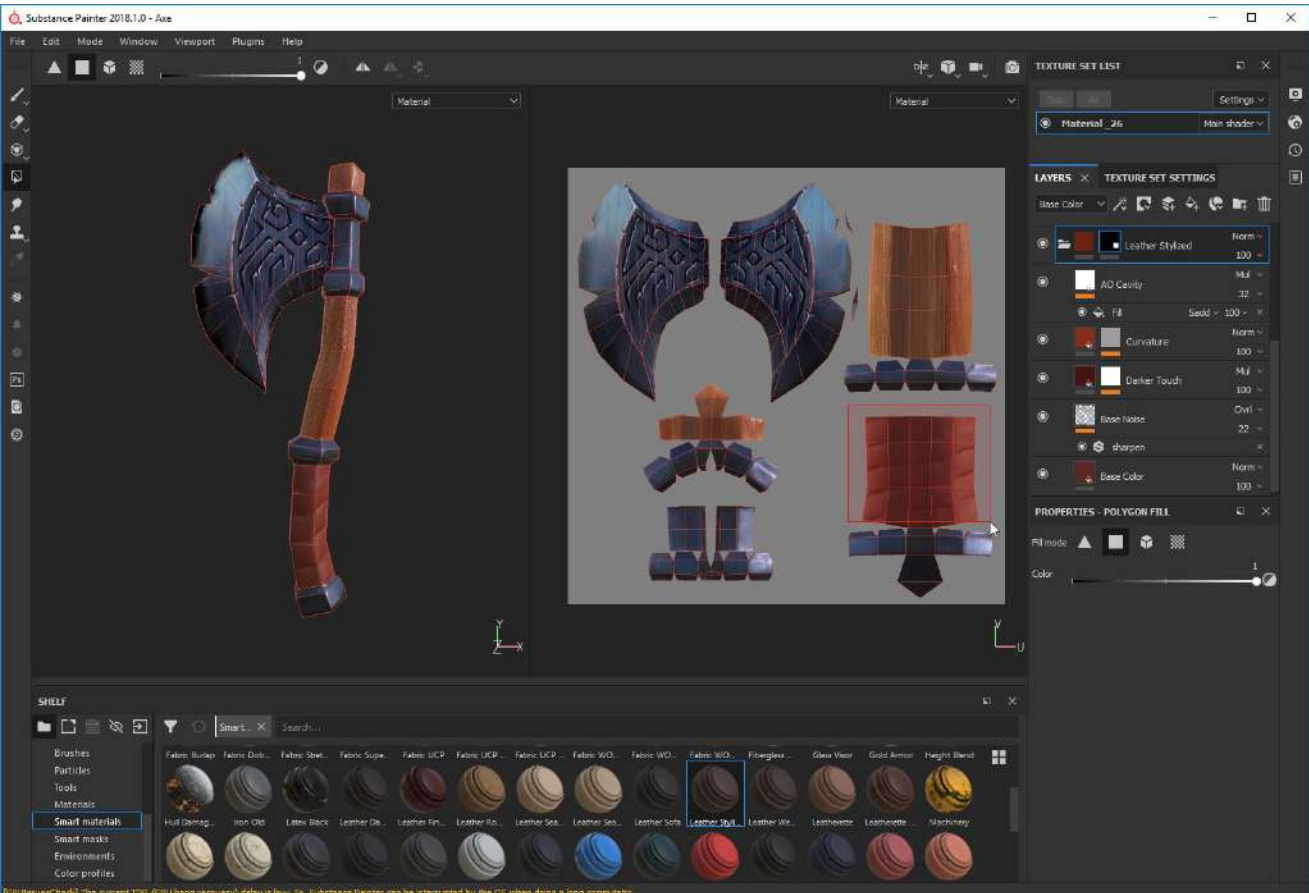
After finish edit color, select "Leather Stylized" layer



Add black mask on Leather Stylized layer

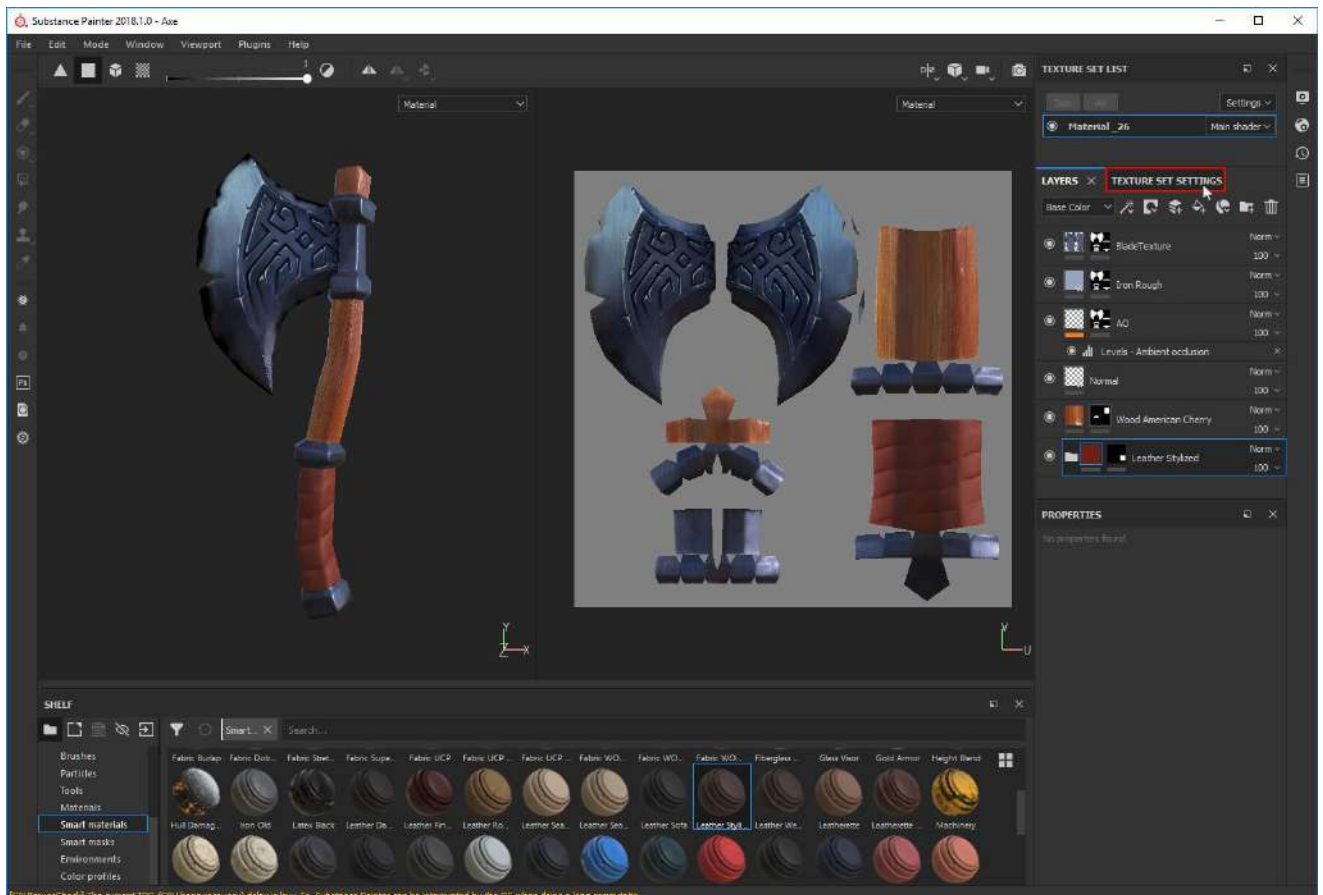


Use Polygon Fill and highlight on handle part uv

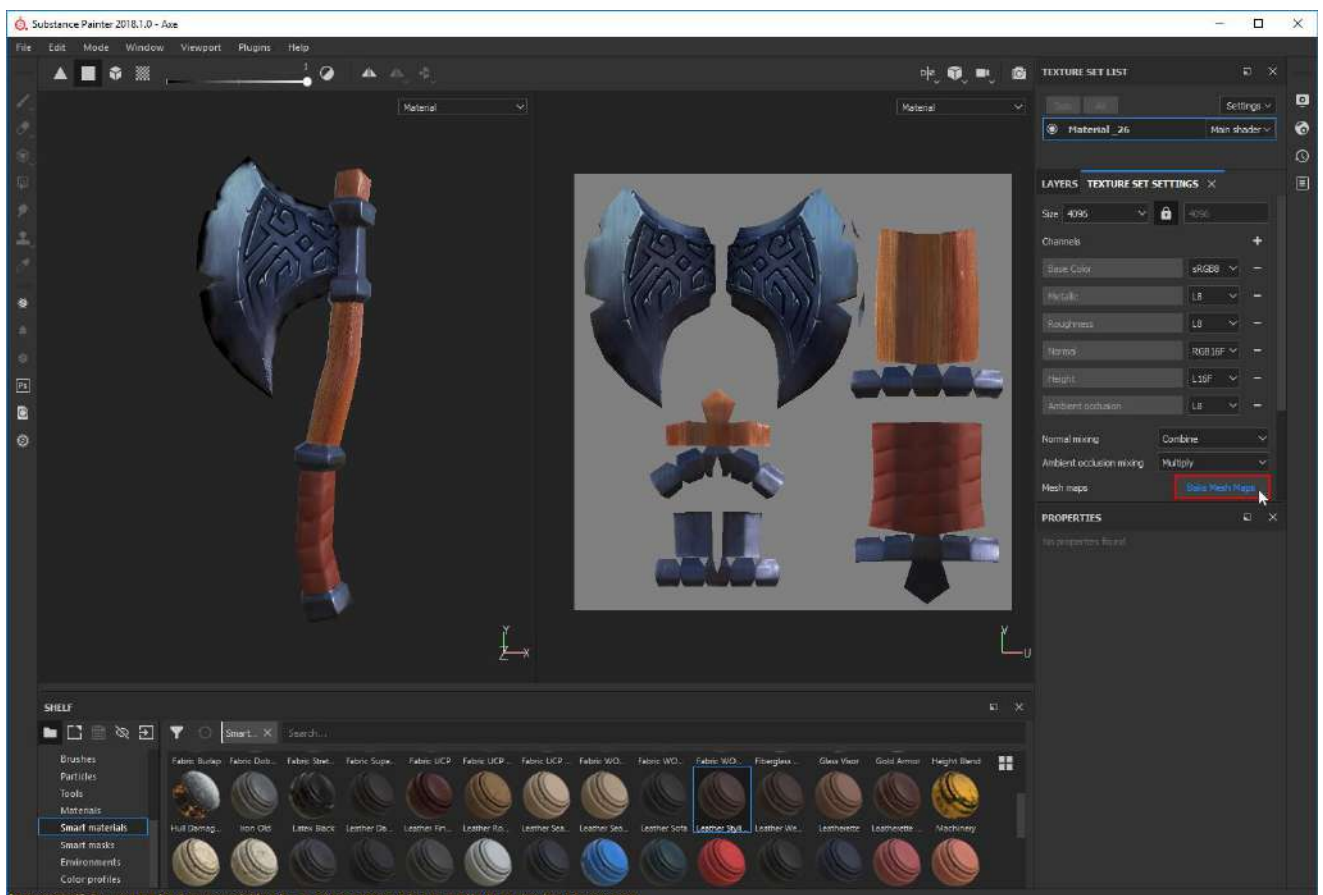




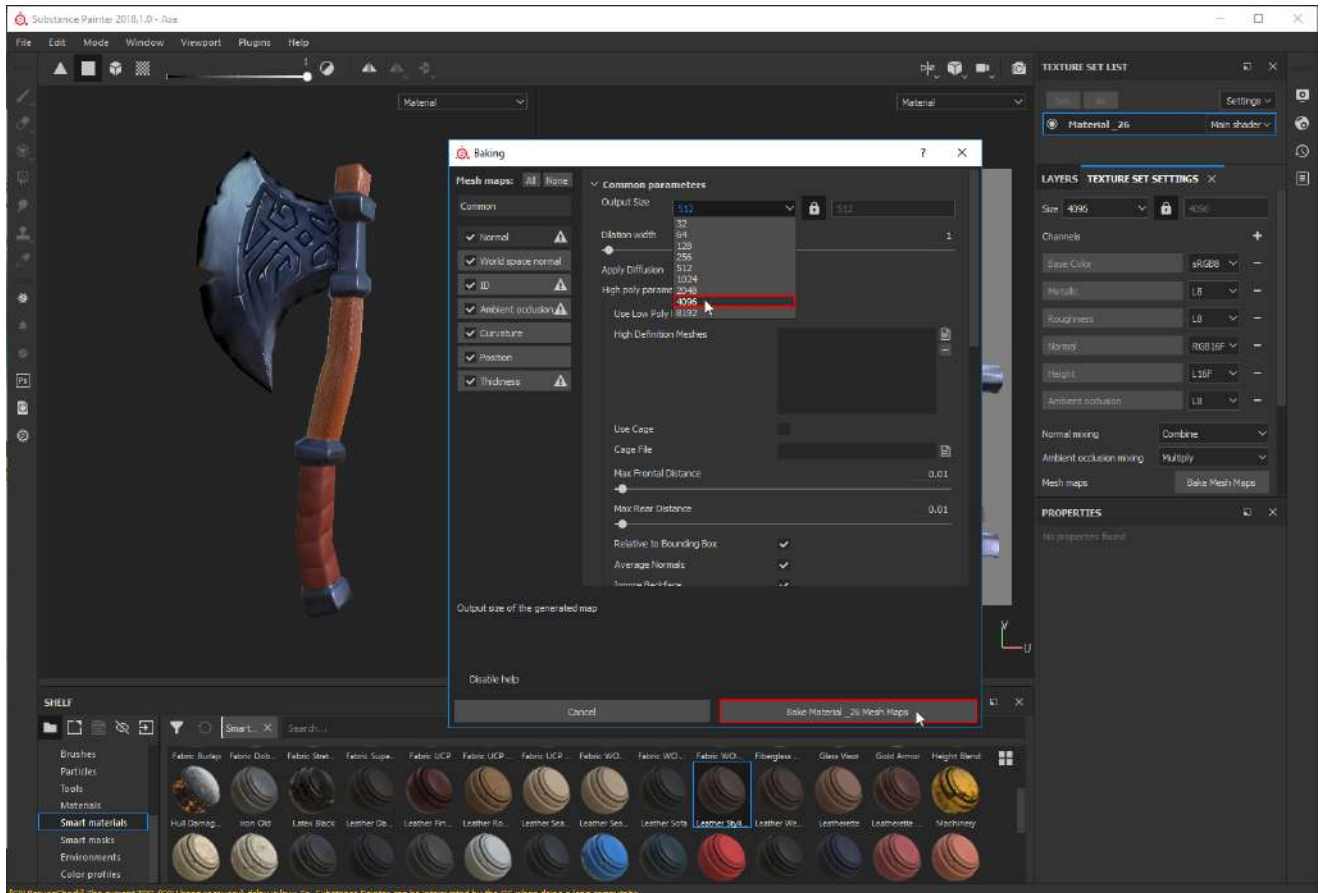
Done, now click “Texture Set Settings” for baking



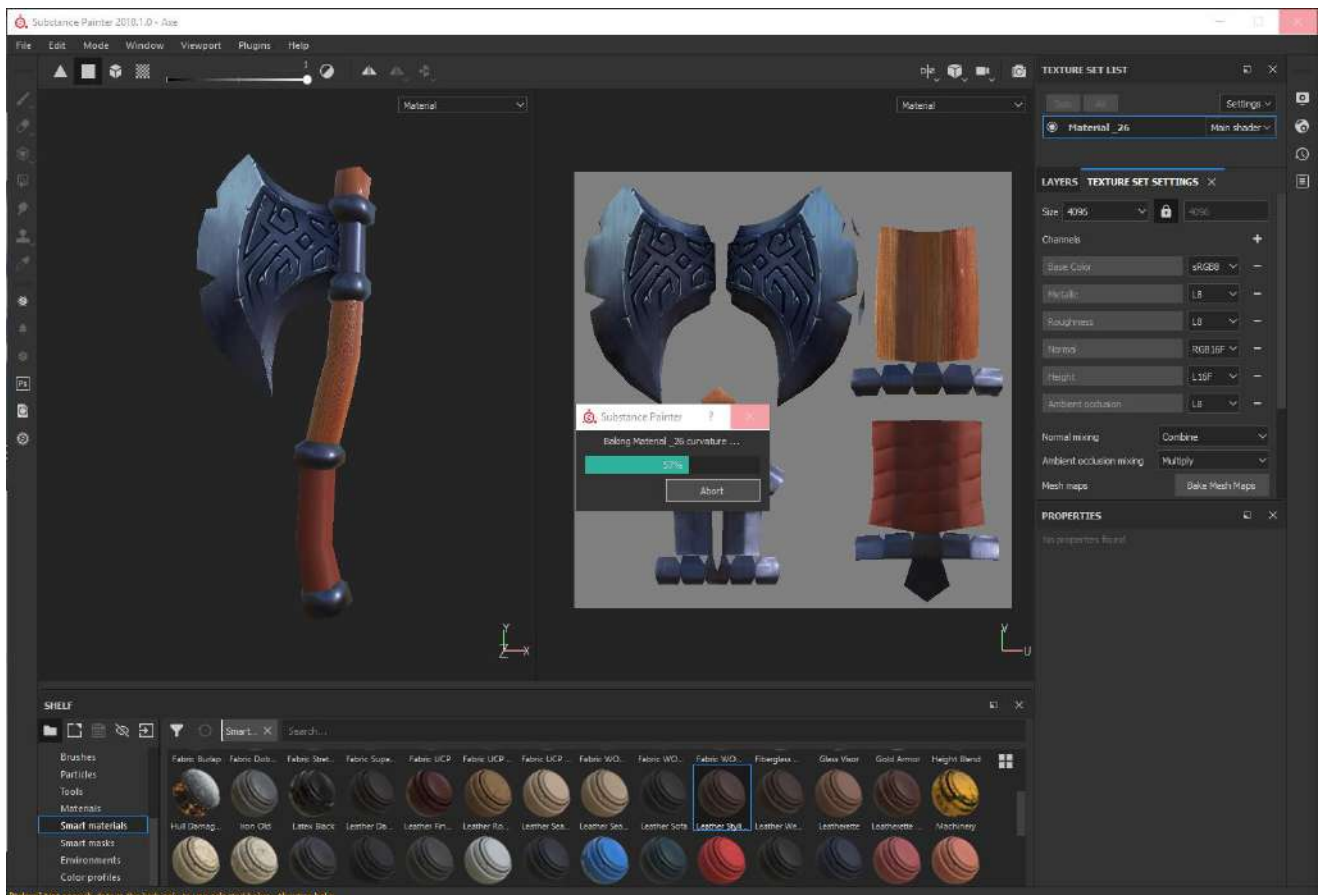
Click “Bake Mesh Maps”



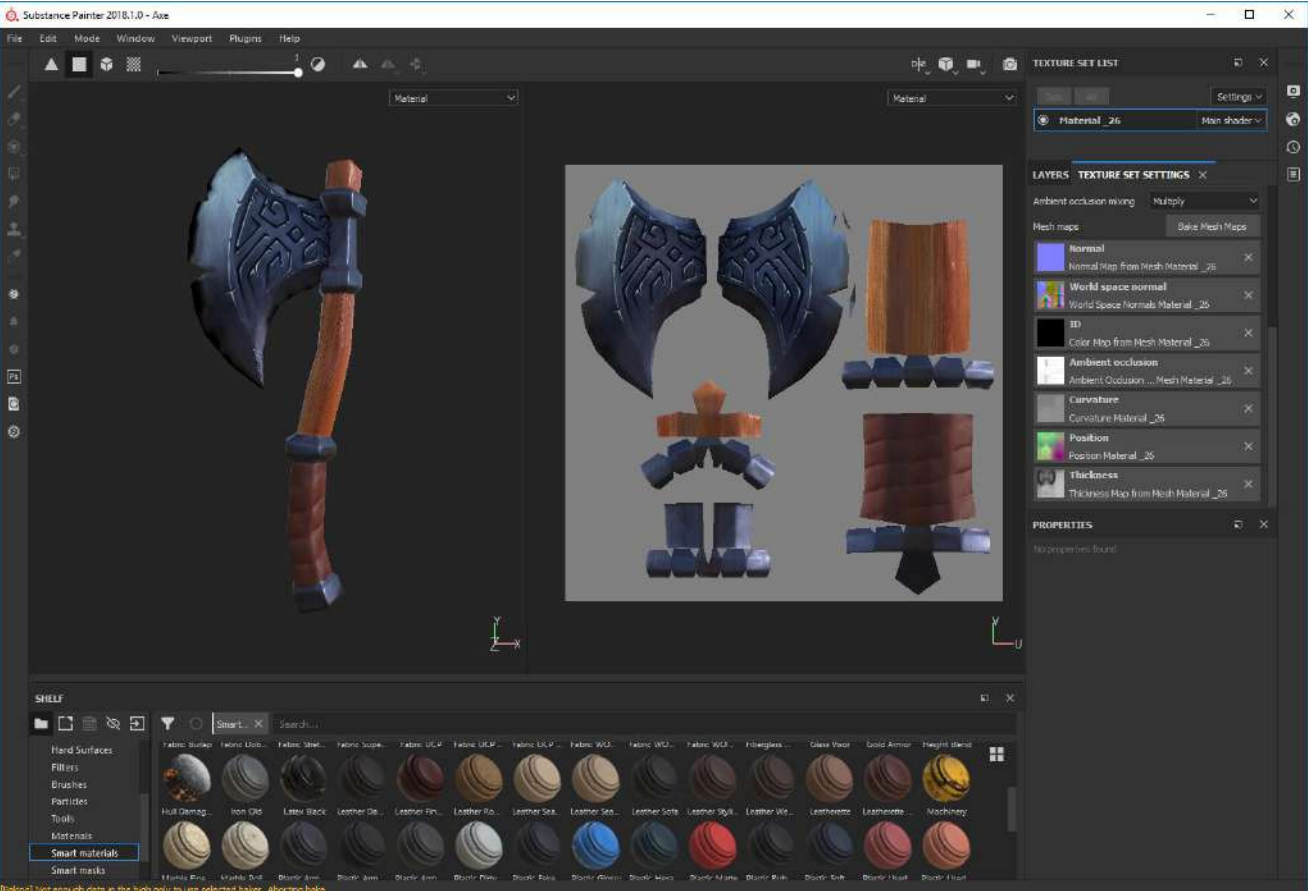
Select output size and click bake button



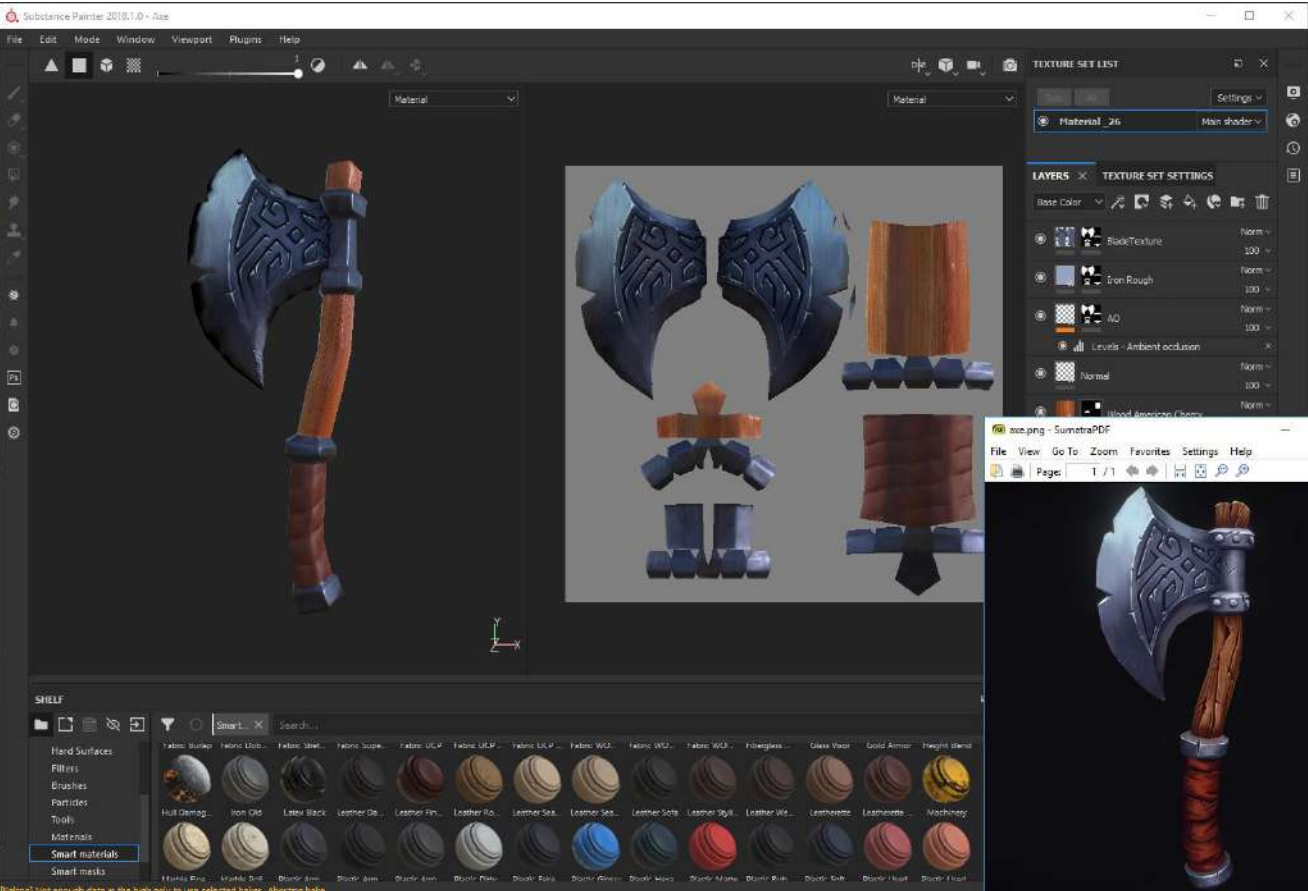
Baking...



Done



Redwood not enough data in the body only to use selected color. also very blurry



Redwood not enough data in the body only to use selected color. also very blurry